



THE LAST OF US™ REMASTERED

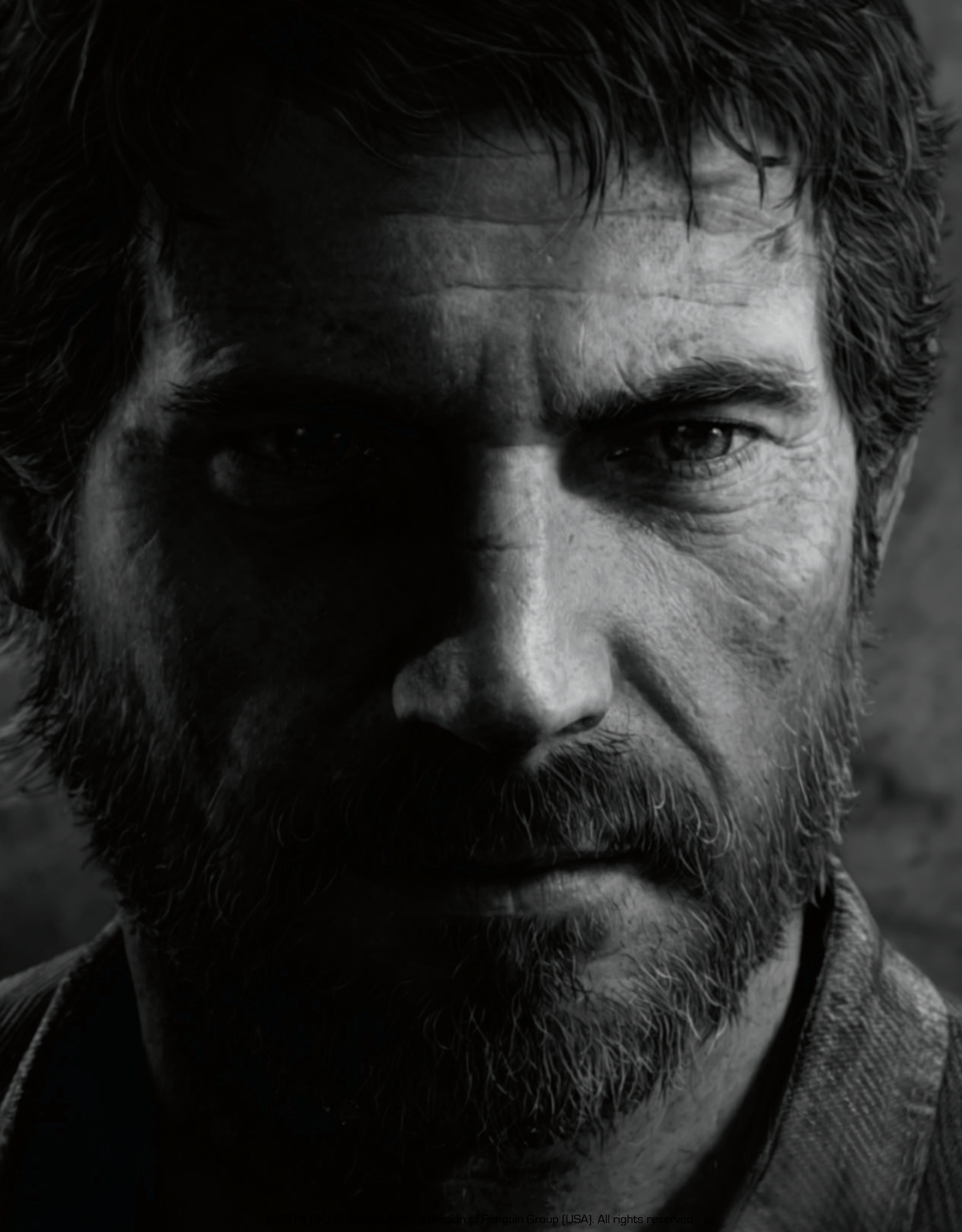


COVERS SONY PLAYSTATION®4
COMPUTER ENTERTAINMENT SYSTEM

NAUGHTY DOG



Written by Michael Owen







THE LAST OF US™

REMASTERED

SURVIVAL GUIDE

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SURVIVAL GUIDE

This chapter covers everything you need to know in order to survive the post-pandemic world of *The Last of Us* and get Ellie across the country. The chapter is split into three sections: Basics, Improving Your Odds, and Combat. The Basics section discusses the concepts that you need to get started. Improving Your Odds explains how each of the upgrade systems work: Crafting, Skills, and Upgrading Weapons. Combat discusses the fighting systems in *The Last of Us* and provides solid combat strategies.



BASICS

DIFFICULTY

There are five difficulties in *The Last of Us Remastered* (and the Grounded Mode DLC for the PlayStation 3 version): Easy, Normal, Hard, Survivor, and Grounded. As the difficulty increases, enemies become tougher. Ammo, crafting supplies, health items, and melee weapons vary in quantity and placement, depending on the difficulty you select[md]you find more of these items on the easier settings. Parts, supplements, and collectibles, however, remain the same across the board. In Survival and Grounded, Listen Mode is unavailable and combat prompts do not appear. In Grounded, there is no heads-up-display. Health is indicated by the character's actions and the only way to see how much ammo you have is to look in the backpack. AI is much more aggressive in Grounded. Stealth and ammo conservation are key in the highest difficulties. **Please note that the single player Story mode walkthrough of this guide is written based on the Hard difficulty.**

NEW GAME

EASY
NORMAL
HARD
SURVIVOR
GROUNDED

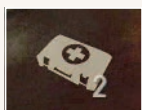


GETTING TO KNOW YOUR SCREEN

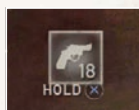
Your heads-up-display shows everything you need to know in the screen's bottom-right corner. The weapon or item that you currently have equipped is shown next to a half-circle line. That line represents your character's health. Be sure to keep an eye on this during battle. A thinner line is shown to the right of the health bar to represent your breath while swimming. This image shows what it looks like when you're selecting a weapon or item.



Nail Bombs



Health Kits



Equipped Gun



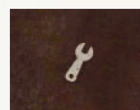
Selected Long Gun



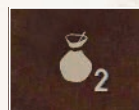
Bottle/Brick



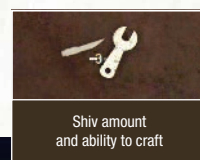
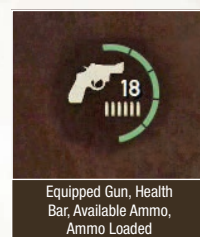
Molotovs



This item can be crafted



Smoke Bombs





CONTROLLING JOEL

Moving around in this post-pandemic world is similar to many other games—the Left Stick controls movement and the Right Stick moves the camera around. The following table lists the other controls you need to survive.

PS4 CONTROLS





CROUCHING


To move under or into low areas, press to crouch. Press it again to stand back up. Moving in this position is quieter and thus helps in taking enemies down without alerting others. Note that enemies can still hear you in full crouch movement, so lightly press on the Left Stick to move slower in their presence.



CLIMBING

To make it through a neglected and barricaded world, you must climb over obstacles. Press  when next to a low ledge to climb over or ontop of the obstacle.



Ladders help you reach upper floors when there isn't another way. Press  when directly in front of one. Then press Up to reach the upper level.

Many ledges are too high to reach by simply climbing. Good thing you usually have a buddy with you. If you look up where you want to go and a Triangle button icon appears, it means that a boost is possible. Press the button and your character and partner work together to get each other up. Usually, the one who is boosted turns around and offers a hand. At this point, press  to jump to it.



SWIMMING

Much of the world is now flooded, so Joel must swim to make it to the next objective. When he enters deep water, he starts to swim. At this point, just move around as normal to swim on top of the water.

To dive underwater, press . To resurface, press . When you dive, a thin half-circle line appears to your health meter's right. This represents Joel's breath. If it completely runs out, Joel starts losing health. Be sure to surface when this starts to blink red to avoid taking damage.





FLASHLIGHT

The post-pandemic world can get really dark. Press R3 to toggle your flashlight on and off. Be careful though; this can be a giveaway when attempting to remain in stealth. If the flashlight starts to flicker, shake your controller left and right to bring it back to a solid light.





RIDING A HORSE

The horse controls are basically the same as the controls for Joel. The L1 button makes the horse sprint and turning while sprinting requires more space. Press  to jump low objects, such as logs and barricades. Press  when at a complete stop to dismount.



INTERACTING WITH OBJECTS

When a Triangle button icon appears on items such as a door handle or drawer, press  to interact with the item and perform an action. When opening big garage doors, you're prompted to either hold  or to rapidly press it.





FOUND AROUND THE ENVIRONMENT

There are many items to collect along Joel and Ellie's journey. These consist of useable items and collectibles.

HEALTH ITEMS



In the Outskirts, you find your first Health Kit. These are useable at any time to heal most of your health. Health Kits can be crafted from alcohol and a rag. Other health items, such as energy bars and cans of food, can also be found. These come in three sizes: small, medium, and large. These items heal instantly, but they do not restore as much health as a Health Kit. Some low-health spawn points exist, granting a Health Kit if you are low on health. These locations differ based on the difficulty you are playing. If Joel runs low on health without any Health Kits, Ellie or Tess will give you one on occasion.



BOTTLES AND BRICKS




Bottles and bricks can be found throughout your adventures. They can be thrown to distract enemies or used as weapons. You can hit someone with a bottle or brick in melee, or throw one directly at them. A thrown bottle or brick stuns an enemy with direct contact. These objects become very valuable, especially with enemies that you meet later on in the story. It's always a good idea to have one in your possession.

When picked up, either of these items goes directly into the inventory and replaces an item if you already have one. Equip it by pressing the Down directional button. Hold down L2 to bring up a trajectory arc that allows you to aim your throw. Then press R2 to let it go. Pressing R2 alone throws at the reticle. When the reticle is full, represented by a green circle, it is locked onto your target.



MELEE WEAPONS

Melee weapons—2x4s, baseball bats, and pipes—make your melee attacks much more powerful. Press  to swing the weapon at an enemy. Each of these weapons has a limited number of hits before it breaks and is lost for good.

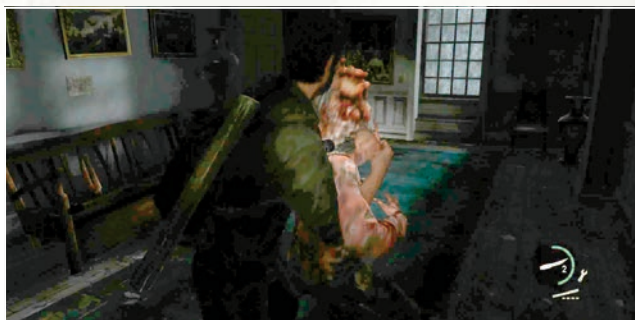
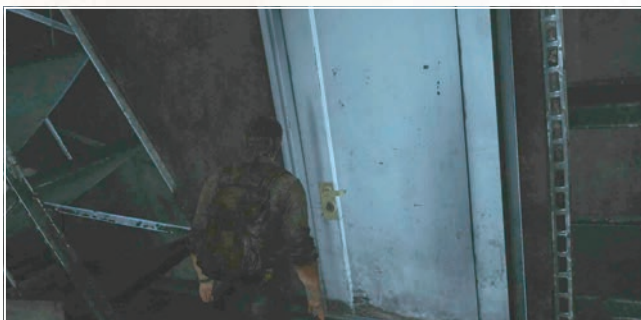
Hatchets and Machetes can also be found. These weapons take the place of your current melee weapon when picked up. They too only have a set number of hits before they are destroyed. But with these weapons, each hit is a kill. All melee weapons can be modified with a blade and binding. This makes them even stronger.



SHIVS


Shivs are very important as you progress through the game. They are required when performing a stealth takedown against an Infected Clicker and are needed to open the valuable Shiv doors. Shivs can be crafted with a blade and binding. Always have some of these weapons available, if possible. Upgrading Joel with the Shiv Master Skill allows you to kill a Clicker with a Shiv when attacked.

Shivs have limited uses. When their durability runs out, they break. When you first find one in The Quarantine Zone, it will break after one use. Two Training Manuals can be found to increase the durability (available uses) of Shivs by one each. By the end of the game, if you have collected all of the manuals, each Shiv lasts three uses.



GUNS

Joel finds new weapons in many of the places he visits. These range from small handguns to long-range rifles. Late in the game, you even find a Flamethrower and Assault Rifle. Both of these weapons can eat through an enemy's health quickly. Once you have a weapon in your backpack, picking up another one simply adds the ammo to the original. Find more information about each gun in our Tools of a Post-Pandemic World chapter.

You can have one handgun and one long gun selected at all times. All other weapons are placed in your backpack. Pressing the Right directional button selects your handgun. Immediately hold  and press Up or Down to swap to a different gun. Pressing the Left directional button selects your long gun. Swapping out this weapon is performed in the same manner. Beware; you are vulnerable for a short time while equipping a new gun out. Use your parts at a workbench to get the Short Gun and Long Gun Holsters. This allows you to carry two of each outside of your backpack. Simply pressing Left or Right selects between these two short and long weapons.



AMMUNITION



Ammo can be found around the levels and is dropped by enemies after they are killed. Ammo is extremely valuable, especially while playing the higher difficulties. Be conservative with ammo; you can easily find yourself in a situation where a lack of ammo can put you in serious trouble. Keeping your guns fully loaded can really help you in dire situations.

The amount of ammo available for each gun is shown when selecting your weapon as a number next to the gun's icon. For the currently equipped weapon, you can also see how many are loaded.



EXPLOSIVES



Molotov Cocktails, Nail Bombs, and Smoke Bombs are also found on rare occasions. Once you learn each recipe, they can be crafted. These weapons are almost a must in fights against Bloaters and groups of enemies. Always have these ready in your inventory if available.



SUPPLEMENTS, PARTS, AND TOOLS



Parts and supplements are scattered around in lockers, desk drawers, on shelves, and anywhere else they can hide. Parts are used to upgrade your guns. Supplements come in two forms, a bottle of pills or a plant, and both of these sources can be employed to upgrade Joel's abilities.

Tools are required to make most of the weapon upgrades. Five levels of tools are hidden around the environment. Whenever you collect a set of tools, you get the next level. If you have Tools Level 1, miss the next available tools, and then find the next one, it will be Tools Level 2. These tools and parts can only be used at workbenches.



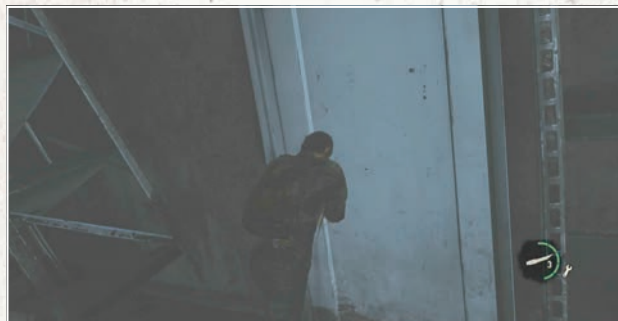
SAFES

Several safes hide people's valuables in various locations in the game. To open a safe, you must first find the Artifact with the corresponding safe combination.



SHIV DOORS

Occasionally, you find locked doors and the only way to get inside is by using one of your Shivs. It is well worth the effort to keep one of these weapons in your possession at all times; the rewards inside these rooms are always big.



COLLECTIBLES

There are four types of collectibles: Firefly Pendants, Artifacts, Training Manuals, and Comics. Once one is picked up, it's added to your Collectibles. Access your Select Menu and then press L2 or R2 to go to Collectibles. Here you can see what you've found. Every Collectible in the game is covered in more detail throughout the single player walkthrough and also in the Collectibles chapter near the end of this guide.



Firefly Pendants

Firefly members have left behind 30 pendants. These can be collected throughout the single player story. Not only will you find these on desks and on the ground, but also hanging from a tree or light fixture. These hanging Firefly Pendants can be shot down, but it's better to conserve your ammo and use a brick or bottle to knock it down.



Training Manuals

Twelve Training Manuals have been left around the places you visit and contain information that improves one of your items. Specifically, each of the six items that can be crafted has two manuals that increase its power.



Artifacts

You can find Artifacts around the environment to learn more about what is happening in the world. Some notes that you find may contain a safe combination, which in turn unlocks a nearby safe.




Comics

Once Ellie comes away from Bill's Town with a Comic, Joel stays on the lookout for more. Fourteen Comics can be found, complete with front cover and back cover copy. Once found, view these by selecting Collectibles from the Select Menu.



OPTIONAL CONVERSATIONS

When a talk icon floats above an object or someone's head, press  to start a conversation. There are many times that this appears throughout the game. Interacting is optional, but there are Tags to be gained by doing so.




IMPROVING YOUR ODDS

Bettering your weapons, finding Training Manuals, and using stealth can improve your odds against the opposition. There are three more things that you can do to get a leg up on your enemies: crafting, upgrading Joel, and upgrading weapons.

CRAFTING

Once you pick up a Shiv in The Quarantine Zone, you're able to craft that item. Five more items are found later that get added to your crafting ability. These include the Health Kit, Molotov Cocktail, Nail Bomb, Smoke Bomb, and a modified melee weapon.

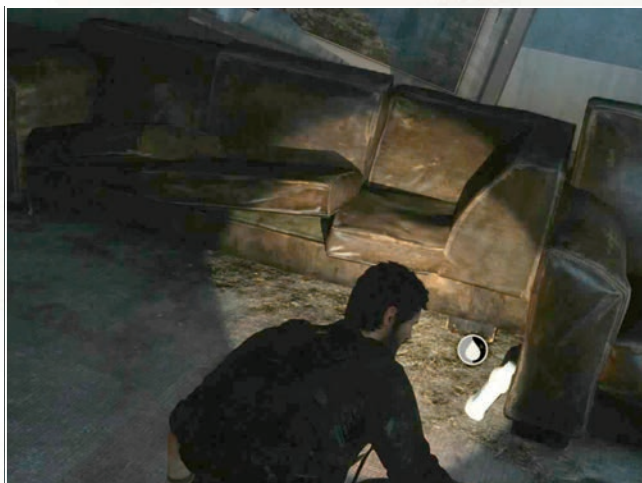


To craft one of these items, press Select and then choose the Crafting tab. The recipes that you've found are shown down the left column along with how many you're carrying. A wrench is displayed if you possess the supplies necessary to make at least one. When quick-selecting an item with the directional buttons (if it has the wrench icon), you can hold  to go directly to the crafting screen.





Crafting supplies are required to craft these items. These consist of blade, binding, rag, alcohol, explosive, and sugar. A melee weapon is required to craft the Modified Melee Weapon. These items are found all over the place, but the amounts that you find are greater on easier difficulties.



Only three of each crafted item can be carried. Be sure to use them when needed, or else you may not be able to pick up crafting supplies later on. You can only create a modified melee weapon when you have a regular melee weapon. The crafting supplies required are highlighted as you select each item. The following table shows each item with the required supplies to create that item.



CRAFTING RECIPES

ITEM	REQUIRED SUPPLIES
Modified Melee Weapon	Melee Weapon + Blade + Binding
Shiv	Blade + Binding
Health Kit	Rag + Alcohol
Molotov Cocktail	Rag + Alcohol
Nail Bomb	Blade + Explosive
Smoke Bomb	Explosive + Sugar


When crafting supplies are found, you may only find a fraction of a particular item, which is represented by a circle around the item's icon. For example, if you find a rag with only half of the circle filled in, it only counts as half of a rag. You can only possess three full units of each crafting supply, so it may be worthwhile to create any available item when you're unable to pick up another crafting supply.



UPGRADING JOEL

Collecting supplements allows you to give Joel Skills. These greatly improve his abilities. Upgrades such as Weapon Sway, Listen Mode Distance, and Shiv Master can make many of your tasks in the game much simpler.

Select Joel Upgrades from the Select Menu to find the list of available improvements. The amount of supplements that you currently have is shown in the top-right corner. For each upgrade, there are either two or three bars underneath the name and a number to the right. The bars represent each level of the upgrade and the number is what it takes to purchase the next one.

Highlight the upgrade that you wish to buy and, as long you have enough supplements, hold down  until the bar is full. It takes 800 total supplements to make all of the following upgrades to Joel and there are significantly fewer than this number found in a single playthrough of the entire game. Therefore, you will have to play to the middle of Bill's Town a second time, while collecting every supplement, to completely upgrade Joel.




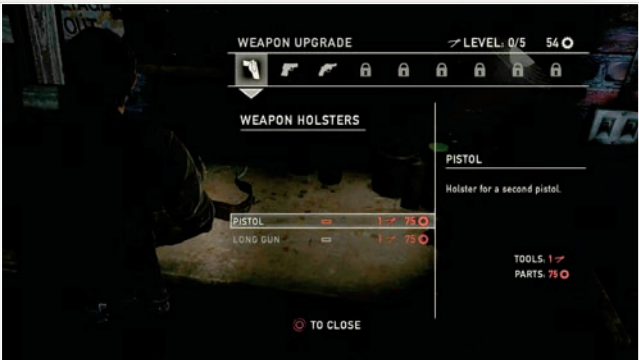
SKILLS


UPGRADE	DESCRIPTION	LEVEL 1	LEVEL 2	LEVEL 3
Maximum Health	Increases maximum health	50	100	-
Listen Mode Distance	Increases radius of listen mode	20	30	50
Crafting Speed	Reduces crafting time	25	30	50
Healing Speed	Use Health Kits faster	30	40	50
Weapon Sway	Reduces weapon sway	50	100	-
Shiv Master	Allows you to kill a Clicker with a Shiv when attacked. Full-durability Shivs don't break when used to escape a Clicker grapple.	75	100	-

UPGRADING WEAPONS

Finding parts and the five levels of tools allows you to upgrade your guns. Upgrades like faster reload speed, armor piercing, higher clip capacity, and quicker fire rate make all of the weapons even more lethal.

In order to apply these upgrades, you must find one of the workbenches. Standing in front of one of these tables, press  to bring up the available upgrades. In the top-right corner, the highest level of tools and amount of parts that you possess are shown.



The guns that you own are shown along the top. Highlight the one that you wish to upgrade. The available upgrades are listed on the left along with the required tools and parts. When you select one of these upgrades, this information is given along with a description of the improvement on the right. Hold down  on the upgrade you wish to make.



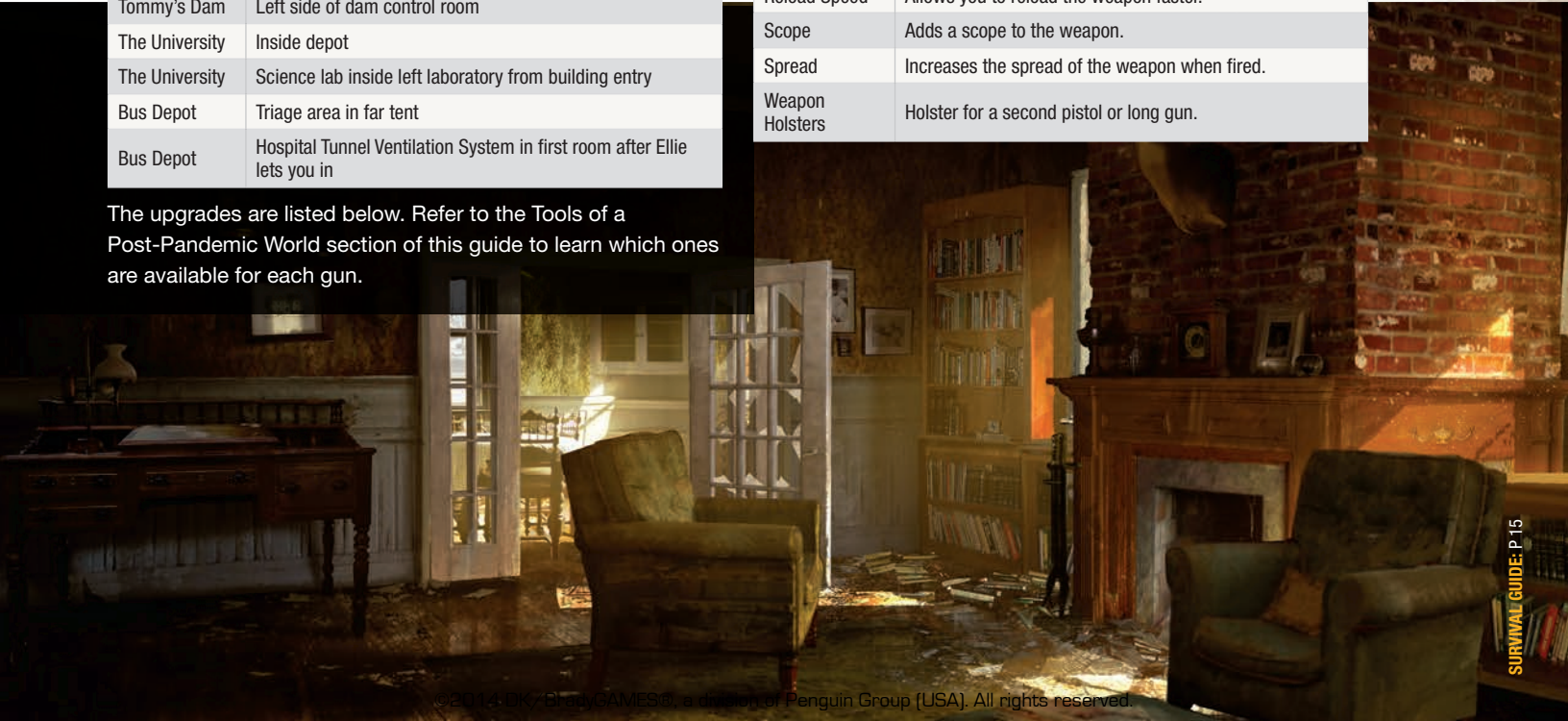
WORKBENCH LOCATIONS

CHAPTER	LOCATION
The Outskirts	Museum bottom floor just after escaping infected through garage door
Bill's Town	Church basement
Pittsburgh	Hunter camp inside upper floor of first building
Pittsburgh	Office behind hotel restaurant's kitchen
Pittsburgh	Financial District after using cart to climb over vending machines
The Suburbs	Inside open garage, visible from street
Tommy's Dam	Left side of dam control room
The University	Inside depot
The University	Science lab inside left laboratory from building entry
Bus Depot	Triage area in far tent
Bus Depot	Hospital Tunnel Ventilation System in first room after Ellie lets you in

The upgrades are listed below. Refer to the Tools of a Post-Pandemic World section of this guide to learn which ones are available for each gun.

WEAPON UPGRADES

UPGRADE	DESCRIPTION
Armor Piercing	Rounds fired by the weapon can go through armor.
Clip Capacity	The weapon holds more rounds before having to reload.
Draw Speed	Allows you to draw the weapon faster.
Fire Rate	Allows you to fire the weapon faster.
Power	Rounds fired by the weapon deal more damage.
Range	Increases the range of the weapon.
Recoil	Decreases the kick of the weapon when fired.
Reload Speed	Allows you to reload the weapon faster.
Scope	Adds a scope to the weapon.
Spread	Increases the spread of the weapon when fired.
Weapon Holsters	Holster for a second pistol or long gun.





COMBAT

There are multiple ways to approach combat. You can stay undetected while performing stealth takedowns on anyone in your way. Bottles and bricks can be used to distract your foes, sending them away from your route or turning them around so you can eliminate them silently. The third option is to just engage the enemy with an old-fashioned gunfight or use your powerful explosives.






ASSISTING YOUR PARTNER

Watch out for a red plus icon to appear near a buddy. This signifies that he or she is under attack and needs your help to get free. Either shoot or melee the aggressor to achieve this. If the meter fills completely, the character dies and it's game over.



MELEE ATTACKS

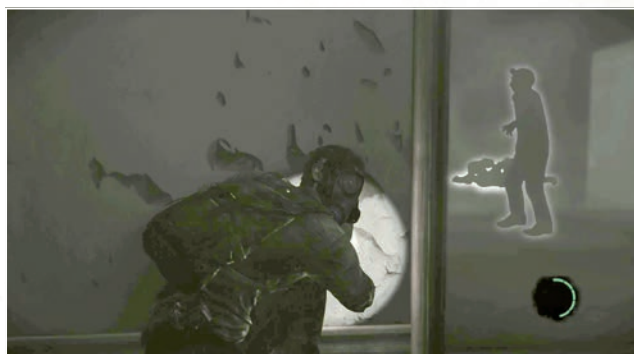
Press  to swing at a nearby enemy. Pick up a melee weapon, such as a 2x4 or pipe, to increase the damage done with melee attacks. These weapons are limited in use and break after a set number of attacks. This is represented by the dashes under the weapon in the lower-right corner.

Once you find a modified melee weapon in Bill's Town, all melee weapons can be upgraded with a blade and binding. This makes them lethal with extra hits, killing enemies with one hit. Look out for Hatchets and Machetes later in the game; they are always one-hit kills against the weaker enemies.



LISTEN MODE

Listen mode is extremely helpful in combat and can be used by holding down R1. This allows you to see where enemies are when they make noise. The distance away that you can see can be increased by upgrading Joel with supplements. Use this often to plan your attacks and to make sure you're not caught by surprise.



LOOTING

Many enemies in the game have ammo on them. When they die, this ammo is dropped. Be sure to grab any from the ground if you're not already maxed out on that ammunition.



BREAKING FREE

If you attempt to take on too many enemies at once, it's possible to become overwhelmed. This is represented by your character cowering in a crouched position. Hold down L1 while pressing in a direction to break free and escape your foes.



USING EXPLOSIVES

When you are faced with larger groups of enemies or tougher foes, you may want to consider using your crafted explosives. These include the Molotov Cocktail, Nail Bomb, and Smoke Bomb. These don't help if you're wishing to not break stealth, but they do eat through an enemy's health. Also, the Smoke Bomb can be used to obscure your movements.

Explosives can be quick-thrown by simply pressing R2. Wait for a complete green circle to appear on your target before letting it go. They can also be aimed by holding down L2. This brings up an arc that represents the explosive's trajectory. Once you have it lined up, press R2 to throw it. This is useful when trying to place one right in the middle of a pack.





MOLOTOV COCKTAIL

Once you find a Molotov Cocktail in the basement of the tilted building in the Outskirts, you are able to create one with a rag and alcohol. Tossing one causes it to explode on impact, setting an area on fire. This causes fire damage to anyone who comes in contact with the flame. This is a valuable weapon to have on hand against any enemy, though you must decide whether you want to create this powerful weapon or a Health Kit when given the two components.

These can do serious damage to any of the enemies in the game, including the Bloater. A great tactic against a group of enemies is to toss a bottle or brick into the middle of a pack. Then, once they are together, throw in the Molotov. Keep your distance and the weaker ones die off as they burn.



NAIL BOMB

While in the church basement in Bill's Town, Bill shows you how to make a Nail Bomb. From this point on, you can craft one with a blade and explosive. Nail Bombs work like a proximity mine. You can either throw it to a desired location or drop it right in front of you. When an enemy gets close enough, the Nail Bomb explodes. If you directly hit an enemy with it, the Nail Bomb stuns them first, then explodes.

Nail Bombs are great for placing at a chokepoint and then making noise to attract multiple foes through that point. Be careful that you seek cover or get far enough away, since the Nail Bomb can damage you, too.



SMOKE BOMB

With the discovery of the Smoke Bomb in Pittsburgh, you can craft one with sugar and explosive. Tossing one creates a smokescreen that hides you from your enemies, plus it stuns nearby foes. Be careful, as it can also stun you if you're close enough.

There are two primary ways to use this device. Throw it down in between you and your enemies to obscure your movements as you flee into hiding. Or toss one near your foes and rush in to the smokescreen with Shivs at the ready.




USING GUNS

Stealth may be the ideal way to eliminate an enemy, but guns can help when the odds are stacked against you. This is true as long as you use cover wisely, know when to run, and realize that some of the foes you face have impeccable aim.

Hold down L2 to aim your gun, and then squeeze R2 to fire. At first the gun tends to sway quite a bit, making longer shots tough, especially with the bolt-action rifle. It is wise to upgrade Joel's Weapon Sway when you get a chance. This makes gunfights a bit easier to manage.




SELECTING GUNS

Press the Right directional button to select a handgun or Left to select a long gun. To swap to a gun in your backpack, you must hold  while selecting your weapon. Then, pressing Up or Down allows you to switch to another. By purchasing the second holsters, Joel can carry two short or long guns outside of the backpack.




USING COVER

Any short wall or object can be used as cover when in a fight. Press  when near one of these to duck and hunch against it. Now you can hold L2 to aim over the top. Release the button to drop back down. While aiming, press R2 to fire your weapon.

When engaged with an enemy, be sure to stay behind cover when not firing your weapon. You are just as much a target to the enemy when standing as they are to you. Move from cover to cover to get better angles on your opponents.



ZOOM

A few weapons, such as an upgraded Hunting Rifle, the El Diablo, and the sniper rifle in the Suburbs, are equipped with a scope. When this is the case, press  when aiming to zoom in on your target. This allows you to pinpoint your aiming reticle on distant foes.



STEALTH


Using stealth can go a long way in surviving any encounters. By not attracting any extra attention and eliminating foes with your bare hands, ammo and items are conserved and available when needed. Always consider stealth first when you approach enemies.

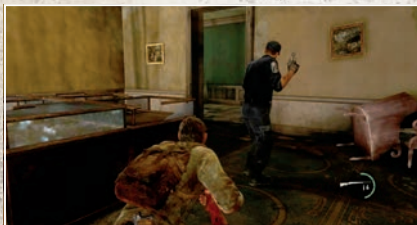
Always use Listen Mode to assess your current situation and stay in the crouched position when enemies are around. Watch the enemy patrol routes and try to catch them with backs turned. This allows you to slip up behind them and perform a stealth takedown without anyone noticing.

By sneaking up behind them, human enemies and Infected Runners can be silently taken down with strangulation. It's possible to perform a stealth takedown on Infected Stalkers, but it is very difficult with their erratic, quick movements. In fact, there is a Tag to be earned for doing this. Infected Clickers require a Shiv to take down silently. Bloaters cannot be grabbed.



TAKING AN ENEMY HOSTAGE




When you sneak up on an enemy from behind or the side, you're prompted with the option of pressing  to grab the foe. You can also do this to a downed enemy.



After grabbing a human enemy, you can move them around with the Left Stick for a short time before they struggle free. There are four options of what to do next during this time:



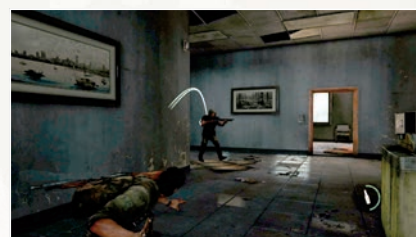
Be careful when performing a stealth takedown; strangling an enemy takes a little time and you are vulnerable to attack. Swing the camera around during this maneuver to make sure other enemies do not approach your location. You may want to pull the grabbed enemy behind cover before performing the finishing move.

- Aim your handgun with L2 and fire at another enemy with R2. This allows you to use the first guy as a shield against the second.
- Execute the foe by pressing R2 without aiming.
- Strangle the enemy by pressing . This is a silent takedown and attracts no attention as long as no one has detected you. Pressing  performs an aggression kill if you are in open combat.
- With a Shiv in your inventory, you can also press  while holding an enemy to instantly kill him with the Shiv. This is also a silent takedown, but it's much quicker to perform than strangulation. This is the only way to stealth kill an Infected Clicker.

DISTRACTING YOUR ENEMIES

If you're faced with a group of enemies and taking one down will be in full view of another, consider using a brick or bottle to cause a distraction. They are great for getting an enemy's attention and luring them to a different location. For example, you want to reach an exit to the right and a pack of infected block your path. Throw an item to the left and they will go investigate. Use this time to sneak through to the exit.

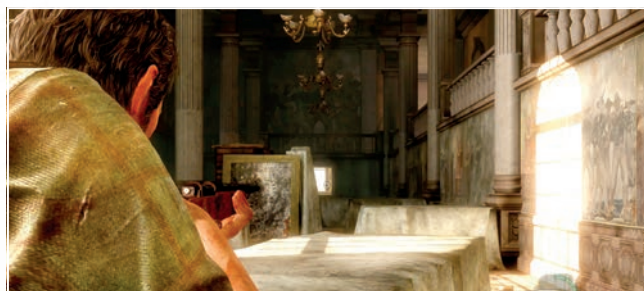
Another great situation for distraction is if a couple enemies are separated, but heading for the same destination. Use a bottle or brick to cause them both to stop and look around. Then, you have the time to take down the closest enemy before working your way behind the second.



ENGAGING THE ENEMY

Sometimes stealth or distraction is not an option. Or sometimes you just want to let off a little steam. This is when full engagement with an enemy becomes your tactic. This is the one method of combat that can work in all situations. Just be careful to not get overwhelmed and know when to run.

It's important to collect the Training Manuals and make as many upgrades to Joel and his weapons as you can. This gives you an added advantage during enemy encounters. Use bottles and bricks to group enemies together and hit them with Molotov Cocktails and Nail Bombs. Pull out your most powerful weapon and eliminate the remaining foes. This is definitely the most satisfying of the combat paths.



TOOLS OF A POST-PANDEMIC WORLD

Twenty years after the outbreak, small pockets of humanity have banded together to struggle for survival in this harsh, unforgiving world. Resources are scarce and survivors must make do with anything useful they can scavenge out of the detritus of a fallen civilization.

The following pages describe the weapons, tools, and crafted items that Joel can create and encounters during his journey, giving you all the information you need to select your gear.



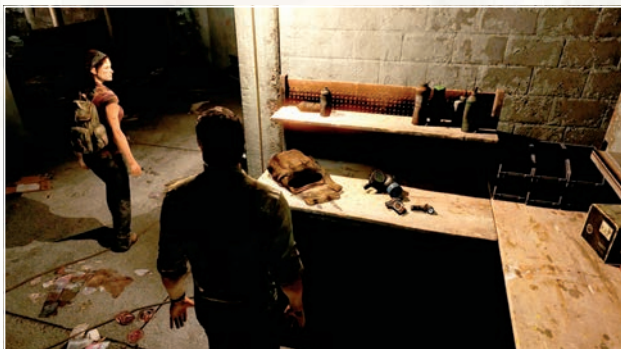


BASIC SURVIVAL GEAR

There are a few pieces of gear without which Joel would never leave the safety of the Quarantine Zone: his Backpack, Flashlight, and Gas Mask. Each one serves an important function.

BACKPACK

The Backpack is found in Joel and Tess's hideout near the start of the game. Accessing your Backpack allows you to craft items, upgrade Joel's abilities through supplements, and view your collectibles.



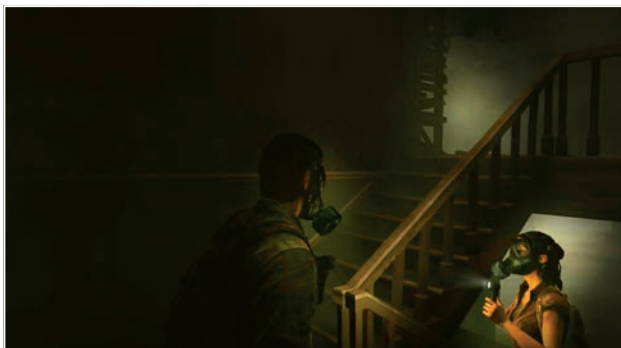
FLASHLIGHT

The Flashlight is also found in Joel and Tess's hideout. As you would expect, the Flashlight allows you to navigate in the dark. This is extremely essential since many foes and dangers can be found in darkened areas.



GAS MASK

The Gas Mask is the third vital item found in Joel and Tess's hideout. Anytime Joel encounters an area filled with spores, he slips on the Gas Mask to keep him from becoming one of the infected.



BRICKS AND BOTTLES

In addition to these pieces of survival gear, you also frequently come across bricks, and bottles. Each of these is extremely common and works very well as a tool for distracting enemies. You can only carry one of these at a time, but it's a good idea to always carry one around with you, even if you aren't planning on using it right away.

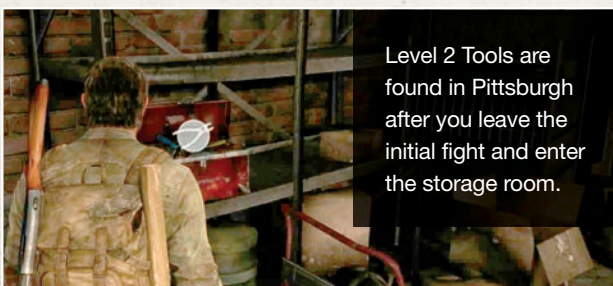


TOOLS

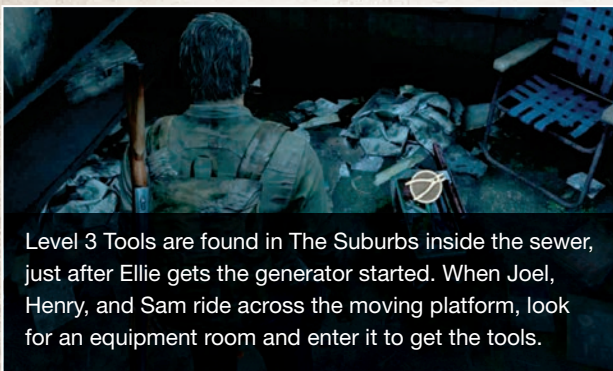
Actually finding a complete set of working tools is a major windfall. Tools allow you to upgrade your weapons and more advanced Tools allow you to complete more complex upgrades.



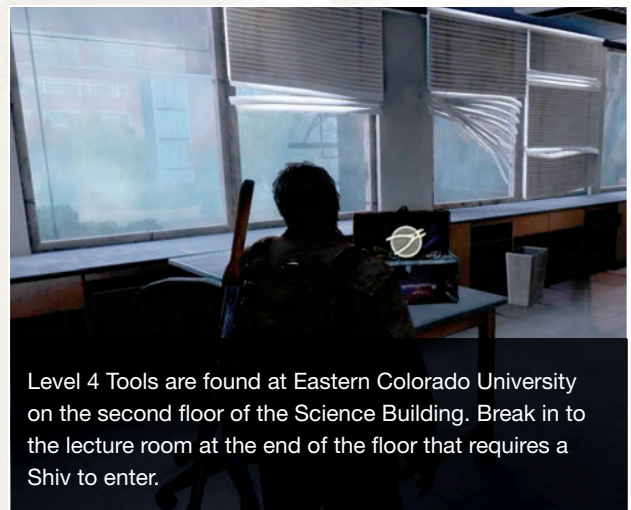
Level 1 Tools are found in Bill's Town in the church basement.



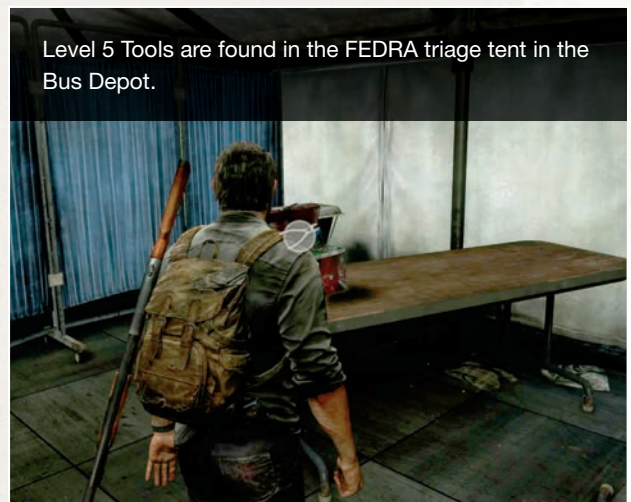
Level 2 Tools are found in Pittsburgh after you leave the initial fight and enter the storage room.



Level 3 Tools are found in The Suburbs inside the sewer, just after Ellie gets the generator started. When Joel, Henry, and Sam ride across the moving platform, look for an equipment room and enter it to get the tools.



Level 4 Tools are found at Eastern Colorado University on the second floor of the Science Building. Break in to the lecture room at the end of the floor that requires a Shiv to enter.



Level 5 Tools are found in the FEDRA triage tent in the Bus Depot.

CRAFTED TOOLS

While scavenged items can be used as weapons on their own, you can combine them with other scavenged items to create better improvised weaponry. There are also many training manuals hidden in the world which teach you how to further improve your crafting skills.

MELEE UPGRADE



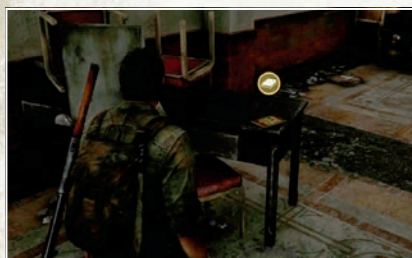
Requires: Blade, Binding and Melee Weapon

Location Found: You learn to upgrade melee weapons the first time you encounter one, on the roof of the small building just before entering Bill's Town.

Effect: Upgrading melee weapons gives you the ability to automatically kill enemies with the extra bits you strap to its surface. This makes even a simple 2x4 extremely deadly.



TRAINING MANUALS



Melee: Knots

Gives one more hit on melee weapons. Found in the hallway just before the ballroom in the Hotel Grand, in Pittsburgh



Melee: Techniques
Gives two more hits on melee weapons. Found in the Suburbs, requires Ellie to retrieve it from the attic of an abandoned house on the second street.

SHIV



Requires: Blade and Binding

Location Found: You find your first Shiv in Quarantine Zone after you first enter the docks.

Effect: This is the first item you learn to craft and is absolutely necessary for tougher stealth kills. While these items are fragile, you can learn to make them stronger by finding Training Manuals.



TRAINING MANUALS



Shiv: Sharpening

Gives one more hit with Shivs. Found in Bill's Town on the bar after he rescues Joel and Ellie.



Shiv: Reinforcement

Gives two more hits with Shivs. Found in the Hotel Grand lobby safe in Pittsburgh. Requires the Note to Staff Artifact.

HEALTH KITS



Requires: Rag and Alcohol

Location Found: After your first encounter with a Clicker in the Outskirts, Tess fetches the rag or alcohol in the next room while you grab the other. This teaches you what you need to know to make your own from now on.

Effect: Health Kits are an absolute necessity in order to survive in the outside world. Use them only when absolutely necessary to conserve on supplies.



MOLOTOV COCKTAIL



Requires: Rag and Alcohol

Location Found: Your first Molotov Cocktail is found in Outskirts off of a fallen Firefly soldier in the start of the subway station.

Effect: A Molotov Cocktail burns on the ground and on victims hit by it for a short time, causing continuous damage.



TRAINING MANUALS



Health: Splinting

33% more health from Health Kits. Found at the beginning of Pittsburgh in the Hunter Camp.



Health: Sterilization

67% more health from Health Kits. Run up the stairs inside the building on the opposite side of the courtyard from the stadium. Climb out on the roof and enter the open window. Sitting on the desk next to a fan is the Health Kit Training Manual.

TRAINING MANUALS



Molotov: Construction

1.5x Explosion Radius. Found just after meeting Henry and Sam in Hunter City.



Molotov: Usage

2x Explosion Radius. Found on the second floor in the Lecture Room inside the Science Building.

NAIL BOMB



Required: Blade and Explosive

Location Found: This first mine can be found in Bill's Town. Once Bill gives you your first Nail Bomb, you are then able to craft these on your own.

Effect: Nail Bombs make awesome traps that kill most enemies instantly.

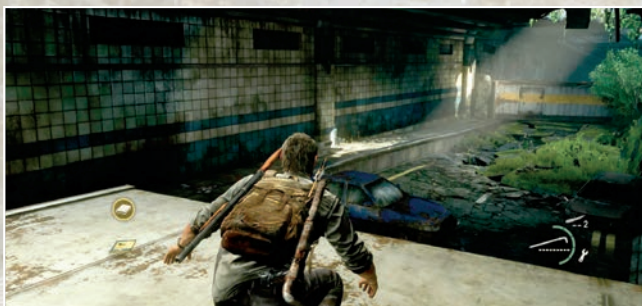


TRAINING MANUALS



Nail Bomb: Containment

1.5x Explosion Radius. Found in the Suburb Sewers just after setting off the sound trap.



Nail Bomb: Shrapnel

2x Explosion Radius. Found in the Underground Tunnel after the Bus Depot on top of a truck.

SMOKE BOMBS



Requires: Explosive and Sugar

Location Found: The first time this can be found is in Pittsburgh on a shelf inside the storage room after being ambushed at the beginning of the level.

Effect: Smoke Bombs are great for stunning enemies and gaining a momentary advantage on them in combat.



TRAINING MANUALS



Smoke: Chemistry

Smoke Bombs last 10 seconds longer. Found at Tommy's Dam in Turbine Control Room.



Smoke: Shaping

Smoke Bombs last 30 seconds longer. Found in the town of Donnersville behind the Motel in the storage shed locked by a Shiv door.

WEAPONS

MELEE WEAPONS

Many common items work well when repurposed as melee weapons. These weapons are perfect for bashing in the heads of anyone or anything that stands in your way. Every item has a set amount of durability, listed in the table below, which indicates how many hits you can get out of it before it breaks under the abuse. Each of these weapons can be improved by using the Melee Upgrade crafting skill previously described.

WEAPON	INITIAL LOCATION	DURABILITY
2X4		
	The Quarantine Zone	4 hits
BAT		
	Bill's Town	6 hits
PIPE		
	Bill's Town	9 hits
MACHETE		
	The Suburbs Sewer	3 kills
HATCHET		
	Tommy's Dam	5 kills

DIFFICULT ADJUSTMENT

Depending on the difficulty setting you are playing on, the availability of melee weapons varies. The easier the difficulty the more frequently you encounter melee weapons in the world. On the hardest difficulties there are fewer melee weapons to be found, so collecting all of the Melee Upgrades is imperative.



FIREARMS

Understandably, Firearms are more effective than the makeshift melee weapons you cobble together. However, they are often hard to find, and the ammo for them is exceedingly scarce.



HOLSTERS

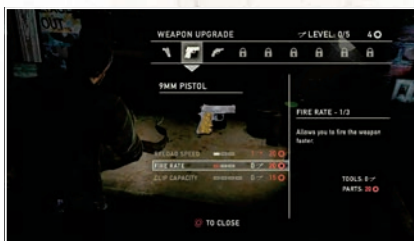


Normally when trying to switch to a different weapon you would need to access your backpack to switch between different long guns or short guns. Creating holsters for each of these types of weapons gives you the ability to quickly switch between two weapons of the same type without accessing your backpack. This is critical in intense firefights and is often the difference between life and death.

UPGRADE	PARTS	DESCRIPTION
Short Gun Holster	Level 1 Tools 75 Parts	Quick slot for Short Gun
Long Gun Holster	Level 1 Tools 75 Parts	Quick slot for Long Gun

9MM

Luckily, you start the game with this weapon. Be sure to conserve your ammo whenever possible.



UPGRADE	RELOAD SPEED	FIRE RATE	CLIP CAPACITY	CLIP SIZE / MAX AMMO
Level 0	N/A	N/A	N/A	6 Bullets / 20 Bullets
Level 1	15 Parts	20 Parts	15 Parts	8 Bullets / 22 Bullets
Level 2	Level 1 Tools 20 Parts	Level 1 Tools 30 Parts	Level 1 Tools 20 Parts	10 Bullets / 24 Bullets
Level 3	Level 2 Tools 25 Parts	Level 3 Tools 40 Parts	Level 2 Tools 30 Parts	12 Bullets / 26 Bullets
Level 4	N/A	N/A	Level 3 Tools 40 Parts	14 Bullets / 28 Bullets

REVOLVER

Found in The Outskirts, this weapon is more powerful than your standard 9mm, but holds far fewer rounds and takes longer to reload.



UPGRADE	RELOAD SPEED	FIRE RATE	CYLINDER SIZE / MAX AMMO
Level 0	N/A	N/A	6 Bullets / 18 Bullets
Level 1	15 Parts	20 Parts	N/A
Level 2	Level 1 Tools 20 Parts	Level 1 Tools 30 Parts	N/A
Level 3	Level 3 Tools 30 Parts	Level 3 Tools 40 Parts	N/A

SHORTY

You gain this weapon in the Sewers under The Suburbs. This firearm is extremely powerful at short range but holds very little ammo and fires slowly.



UPGRADE	RELOAD SPEED	FIRE RATE	CLIP CAPACITY	RECOIL	SPREAD	CHAMBER SIZE / MAX AMMO
Level 0	N/A	N/A	N/A	N/A	N/A	2 Bullets / 6 Bullets
Level 1	Level 1 Tools 15 Parts	Level 1 Tools 30 Parts	Level 2 Tools 20 Parts	Level 1 Tools 20 Parts	Level 2 Tools 20 Parts	3 Bullets / 7 Bullets
Level 2	Level 4 Tools 30 Parts	Level 4 Tools 40 Parts	Level 4 Tools 30 Parts	Level 4 Tools 30 Parts	Level 3 Tools 30 Parts	4 Bullets / 8 Bullets
Level 3	N/A	Level 5 Tools 50 Parts	Level 4 Tools 40 Parts	N/A	Level 4 Tools 40 Parts	5 Bullets / 9 Bullets
Level 4	N/A	N/A	Level 5 Tools 50 Parts	N/A	Level 5 Tools 50 Parts	6 Bullets / 10 Bullets

EL DIABLO



Found before you enter Tommy's Dam, the El Diablo is the most powerful pistol in the game. It only holds one bullet at a time until upgraded, but each shot is lethal.



UPGRADE	RELOAD SPEED	FIRE RATE	CLIP CAPACITY	ARMOR PIERCING	CHAMBER SIZE / MAX AMMO
Level 0	N/A	N/A	N/A	N/A	1 Bullet / 7 Bullets
Level 1	Level 1 Tools 15 Parts	Level 4 Tools 20 Parts	Level 4 Tools 30 Parts	Level 4 Tools 75 Parts	2 Bullets / 8 Bullets
Level 2	Level 5 Tools 25 Parts	Level 4 Tools 30 Parts	Level 5 Tools 50 Parts	Level 5 Tools 75 Parts	3 Bullets / 9 Bullets
Level 3	N/A	Level 5 Tools 50 Parts	N/A	N/A	N/A

HUNTING RIFLE



You find the Hunting Rifle inside the Statehouse near a fallen soldier. This is an extremely powerful, long-range weapon that can penetrate armored enemies.

UPGRADE	RELOAD SPEED	CLIP CAPACITY	SCOPE	ARMOR PIERCING	POWER	CHAMBER SIZE / MAX AMMO
Level 0	N/A	N/A	N/A	N/A	N/A	1 Bullet / 6 Bullets
Level 1	Level 1 Tools 15 Parts	Level 1 Tools 20 Parts	Level 1 Tools 25 Parts	Level 3 Tools 75 Parts	Level 4 Tools 60 Parts	2 Bullets / 7 Bullets
Level 2	Level 3 Tools 30 Parts	Level 4 Tools 40 Parts	Level 4 Tools 35 Parts	Level 5 Tools 75 Parts	N/A	3 Bullets / 8 Bullets

BOW



Found in Bill's Town, the Bow has limited range and a very slow reload time. While the Bow is very deadly, it is extremely difficult to accurately aim and is best used against unsuspecting enemies.



UPGRADE	RELOAD SPEED	RANGE	DRAW SPEED	QUIVER SIZE / MAX AMMO
Level 0	N/A	N/A	N/A	1 Arrow / 7 Arrows
Level 1	Level 3 Tools 30 Parts	Level 1 Tools 20 Parts	Level 1 Tools 20 Parts	N/A
Level 2	N/A	Level 4 Tools 30 Parts	Level 2 Tools 30 Parts	N/A
Level 3	N/A	Level 5 Tools 50 Parts	Level 4 Tools 50 Parts	N/A

SHOTGUN



You find the Shotgun in the Church Basement inside Bill's Town. The Shotgun is a very powerful short-to mid-range against all enemies and requires very little aiming inside this range due to the wide firing spread.



UPGRADE	RELOAD SPEED	FIRE RATE	CLIP CAPACITY	RECOIL	RANGE	CHAMBER SIZE / MAX AMMO
Level 0	N/A	N/A	N/A	N/A	N/A	4 Bullets / 12 Bullets
Level 1	Level 1 Tools 20 Parts	Level 2 Tools 15 Parts	Level 2 Tools 15 Parts	Level 1 Tools 20 Parts	Level 3 Tools 30 Parts	5 Bullets / 13 Bullets
Level 2	Level 2 Tools 30 Parts	Level 3 Tools 40 Parts	Level 3 Tools 30 Parts	Level 2 Tools 40 Parts	Level 5 Tools 50 Parts	6 Bullets / 14 Bullets
Level 3	Level 4 Tools 40 Parts	Level 4 Tools 50 Parts	Level 4 Tools 40 Parts	N/A	N/A	7 Bullets / 15 Bullets
Level 4	N/A	N/A	Level 5 Tools 50 Parts	N/A	N/A	8 Bullets / 16 Bullets

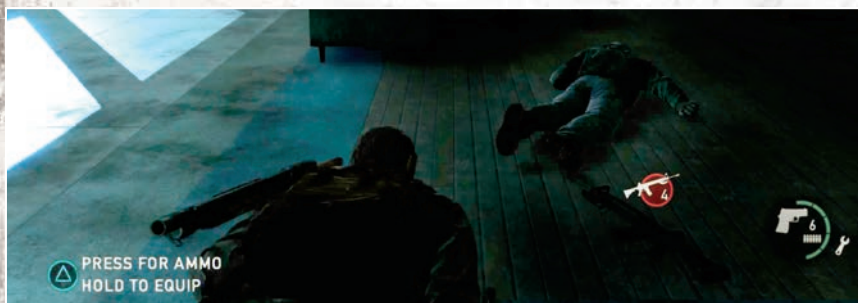
FLAMETHROWER



Found inside the Garage at The University, the Flamethrower is ideal for clearing out large packs of Infected in short-range. After initially setting enemies on fire, you can walk away, safe in the knowledge that they will continue to burn and eventually perish. You find very little ammo for this weapon throughout the game, so use it very sparingly.

UPGRADE	RELOAD SPEED	RANGE	POWER	TANK SIZE / MAX AMMO
Level 0	N/A	N/A	N/A	50 Fuel / 200 Fuel
Level 1	Level 1 Tools 20 Parts	Level 4 Tools 40 Parts	Level 5 Tools 60 Parts	N/A
Level 2	Level 4 Tools 40 Parts	N/A	N/A	N/A

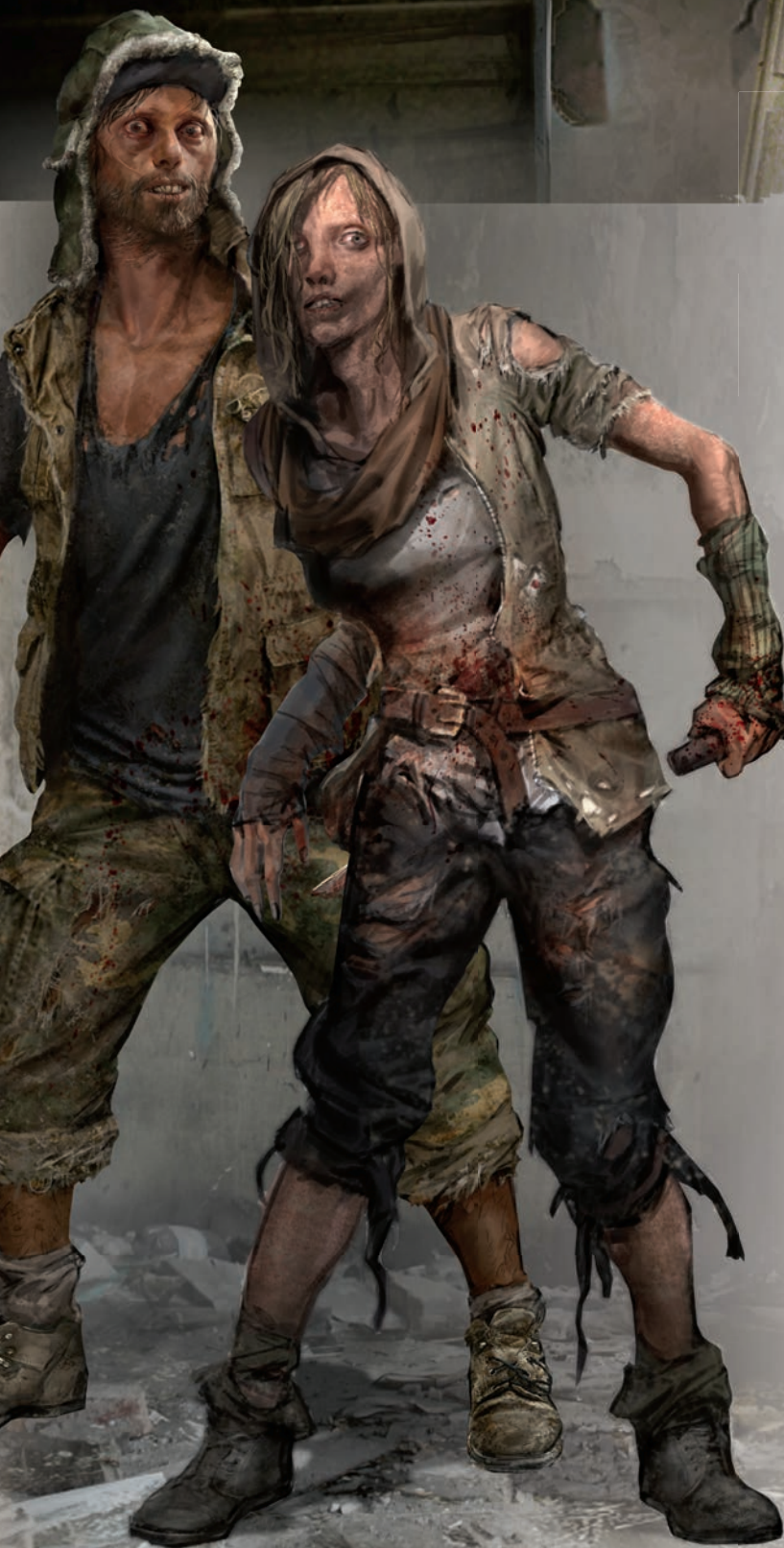
ASSAULT RIFLE



This weapon is only found at the very end of your journey, and only from soldiers you defeat. Any soldier you encounter here uses this weapon. It has a high rate of fire and is extremely deadly.

UPGRADE	CLIP SIZE / MAX AMMO
Level 0	30 Bullets / 90 Bullets

ENEMIES



There are two distinct types of opposition in *The Last of Us*: the infected and the non-infected. The infected, overtaken by the Cordyceps fungus, wish the same miserable life on their victims that they must endure. Non-infected humans each have their own reason to oppose you. Some are upholding martial law, some are hunting for supplies, and others are simply hungry. Here we briefly describe each foe confronted on the journey.

NON-INFECTED HUMANS

There are humans inhabiting the world outside the quarantine zones who have been lucky enough to avoid being infected, but they still need to survive this desolate, post-pandemic world. This requires gathering food and supplies, by any means necessary. So they often resort to stealing or even killing to get what they need. You meet several groups during your journey and they all have their own way of staying alive.

Watch out for opponents who wear armor on their head and chest. These foes require more direct hits to take down unless you have the armor piercing upgrade on the El Diablo or Hunting Rifle. These foes are only tougher when engaging them with gunfire, they can be defeated just as easily with a stealth takedown or explosive.



ROBERT'S THUGS

CHAPTERS FOUND: THE QUARANTINE ZONE



These men blindly follow orders from their boss, Robert. They survive life in the quarantine zone by dealing contraband, such as pills and guns, in the black market. Robert feels threatened by individuals like Joel and Tess, so these thugs have been given the task of getting rid of them.

Robert's Thugs tend to their patrols, but are often vulnerable to stealth takedowns. Wait for them to split up, then eliminate each one with a stealth attack. If you engage them in a gunfight, they use the cover in the environment to their advantage.



MILITARY SOLDIERS

CHAPTERS FOUND: THE QUARANTINE ZONE, THE OUTSKIRTS

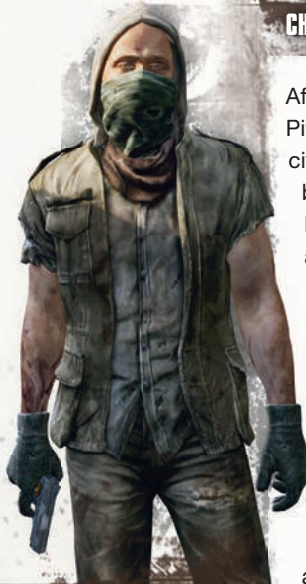


The military combatants who maintain order in The Quarantine Zone are just following orders from their superiors as they impose martial law. Do not attempt to take on these well-armored soldiers directly. Instead, sneak around their lines of sight and eventually they stop their pursuit. They don't want to get mixed up with the infected that roam The Outskirts.



HUNTERS

CHAPTERS FOUND: PITTSBURGH, THE SUBURBS



After the Fireflies battled the military out of Pittsburgh, they decided to take their fight to other cities. This is when part of the group remained behind and became a militia. A few members brought back a bounty of supplies after killing a family who unknowingly wandered into the city. This is how they went from scavengers to Hunters and became the rulers of their city.

These enemies are fearless and carry a wide selection of weapons: melee weapons, handguns, shotguns, and Molotovs. You often face a variety of these foes, making situations extremely dangerous. If one wears a gas mask, it means that this foe is equipped with Molotovs and should be killed first in open combat.

Hunters are best taken care of with stealth, but engaging them is not out of the question. Sneak around the perimeter of an encounter zone and look for Hunters who are vulnerable to a stealth takedown. Eliminate them silently, out of view of other foes, and then work your way behind any additional opposition.

As you try to reach the bridge that exits the city, a Humvee the Hunters procured from the military begins chasing you with its 50-cal mounted gun. Always seek cover when in the truck's view, as the weapon tears through Joel's health extremely quick.



BANDITS

CHAPTERS FOUND: TOMMY'S DAM



Bandits represent a local group of survivalists bent on destroying the self-sustaining community that Tommy and Maria have built. They attack at any time, keeping the dam workers on edge. There really isn't an opportunity to eliminate these enemies with stealth attacks at the onset, but a later encounter gives you an opportunity to exact revenge with silent takedowns.

As you battle the Bandits at the dam, remain behind cover and take aim at the rest who are seeking cover. A couple of these foes can take you down in no time if you remain in the open. Watch out for one of them to drop a Machete at the ranch—this is where you're introduced to this deadly melee weapon.



SURVIVORS

CHAPTERS FOUND: THE UNIVERSITY, LAKESIDE RESORT



Your first encounter with the Survivors is at The University, but you don't know who they are until you meet David and James while hunting for food. As you get to know David, the leader of the Survivors, it becomes clear how they survive the harsh winter during this post-pandemic world.

Much of your time fighting the Survivors is spent in a freezing fog, so Listen Mode becomes even more important. Use this ability to avoid confrontation and sneak around these foes.

FIREFLIES

CHAPTERS FOUND: THE FIREFLY LAB



The Fireflies are a resistance movement who battle against the authoritarian military. They've taken their fight to many cities across the country, desperately seeking a cure for the Cordyceps infection.

Many of the Fireflies wear armor and carry assault rifles, making them a tough kill. Sneak around them when you can and eliminate them one by one with stealth takedowns. Your fight against these soldiers will get heated, and at that point you must pull out all of your firepower to overcome them.

THE INFECTED

Humans are infected by breathing the Cordyceps spores or from coming in direct contact with fluid from an infected person, such as being bitten. Within two days of infection, the parasite attacks the host's brain and takes over the victim. They go through four stages of infection, starting out as a quick Runner and eventually becoming a Bloater.



INFECTED RUNNER

CHAPTERS FOUND: THE QUARANTINE ZONE, THE OUTSKIRTS, BILL'S TOWN, THE SUBURBS, BUS DEPOT



Runners are in the early stages of infection. At this point, their vision is unaffected and they are still fast and agile. They usually move around in packs. Once one finds a target, it takes off in that direction.

Runners can be eliminated with stealth takedowns, melee attacks, and ranged gunfire. Be careful that multiple Runners do not overwhelm you. If this happens and Joel cowers, hold L1 while pressing in a direction to break free and run away.

INFECTED STALKER

CHAPTERS FOUND: PITTSBURGH, THE SUBURBS



Stalkers are the second stage of infected development. They are quick and agile, and they hide behind cover, waiting for their victims to get close enough for ambush. Always be wary around every corner when these foes are around.

Stalkers make really quick movements as they jump at their target. If you're grabbed, rapidly press the Square button to knock them off. Because of their quickness, always be ready with your Shotgun. You do not have much time to react to their attack.. It's possible to get the jump on them as they hide behind cover, but you must take the initiative. Place Nail Bombs near their cover to knock them down a bit.

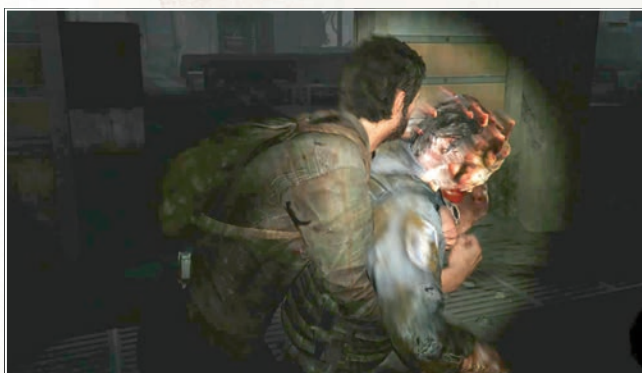


INFECTED CLICKER

CHAPTERS FOUND: THE OUTSKIRTS, BILL'S TOWN, THE SUBURBS, UNIVERSITY, BUS DEPOT



By stage three of the infection, Clickers have lost the ability to see, since the fungus has taken over their face. Their hearing is spot on, though. With a clicking noise, they use echolocation to find their targets. Because of this, you need to be even quieter when sneaking around these foes. Lightly press the Left Stick when crouched to lessen the noise made. Make sure they don't get too close, as they kill with ease.



Clickers are easily distracted with a brick or bottle. Use this technique to move them where you want them to go. A brick or bottle is great against a lone Clicker. Simply hit the Clicker with one of these makeshift weapons. This stuns it, allowing you to run in and take it out with a melee weapon. They can be taken down with gunfire or with a stealth kill. However, a Shiv is required for the latter option.

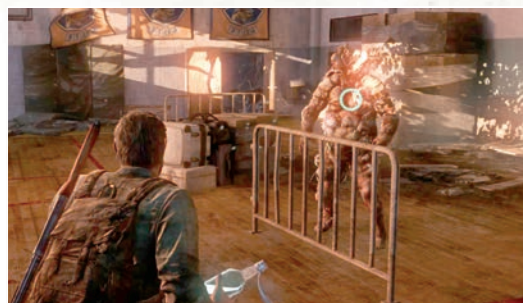
By purchasing the Shiv Master upgrade for Joel, you gain the ability to use a Shiv on an attacking Clicker. Quickly press the Triangle button when prompted to plow the Shiv into the Clicker.

INFECTED BLOATER

CHAPTERS FOUND: BILL'S TOWN, PITTSBURGH, UNIVERSITY, BUS DEPOT



Bloaters are the final stage of infection, making them the most seasoned veterans of the infected enemies that you face. The fungus covers their entire body, and they use it to lob spore bombs at their target from long range. Otherwise, they are big and slow, so they are easy enough to get away from. These guys require a lot of firepower to eliminate and are incredibly tough to attack in melee.



Hit a Bloater right away with a Molotov Cocktail, and then fill it with buckshot from your Shotgun. Make sure to keep a safe distance as you do so. At close range, Bloaters quickly rip your face apart, so be careful.

Getting in close is usually a bad idea with these guys, as they are quick at that range. But there is a Trophy for killing a Bloater at close range. Work its health down with a Molotov or Flamethrower. Then, move in close and quickly take it down with a shotgun blast or two.

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CHAPTER 1

HOMETOWN

The story of *The Last of Us* begins in Texas. Sarah waits for her father to get home so she can surprise him with a birthday gift. He arrives just in time for them to celebrate before he carries her off to bed.



JOEL AND SARAH

Joel is the main protagonist in *The Last of Us*. He works construction in Texas where he lives with his daughter Sarah. She is the one bright spot in Joel's life. Sarah is a free-spirited young girl who loves being with her dad.



PROLOGUE

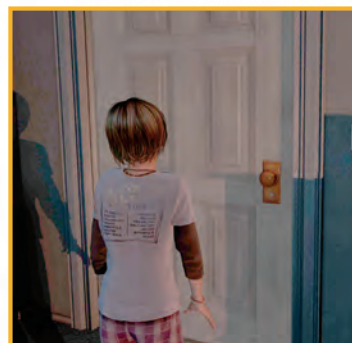


Sarah wakes up when the phone rings. It is Joel's brother, Tommy. He wants Sarah to get her father. Something is seriously wrong.

Controlling Sarah, walk over to the bedroom door and press the Triangle button to open it. Go down the hall and enter the door at the end of the hall. This is Joel's room. His TV displays a live news report. You only catch a small snippet as an explosion goes off and kills the electricity.

EXTRA DOCUMENTS

A birthday card can be collected from the dresser. There is also a newspaper that can be found on the vanity in the bathroom that is across the hall from Sarah's bedroom. These items only serve to give you extra information about what is happening and they do not count as "Collectibles".



INTERACTING WITH OBJECTS

When a Triangle button icon appears on items such as the door handle in Sarah's room, press that button to interact with it and perform an action.



Exit the room and head downstairs just as a few police cars speed by outside. Move toward the back of the house and the sound of a cell phone vibrating can be heard in the kitchen. Move into the kitchen and grab the cell phone from the counter. There is an urgent text message from Tommy saying he is coming over.



Cut back through the living room into the office where Joel finally shows up. Something is definitely wrong as he tells his daughter to stay close. An acquaintance named Jimmy busts through the sliding glass door and rushes Joel. Joel takes Jimmy down with his weapon. Joel and Sarah exit through the front door.



TOMMY

Joel's brother, Tommy, is a compassionate man who cares deeply for his family. He will do anything to help and protect them.



Tommy meets up with Joel at the vehicle and everyone gets in. Once in the back seat, you can press L2 to lean forward. Looking to either side, L2 can be used to get a better view. Upon reaching a traffic jam, you get a good glimpse at another "sick" person as he attacks one of the drivers.



In an attempt to find a way out, the vehicle rolls onto its side. Now you control Joel as he finds himself with no way out of the car. Rapidly press the Square button to bust out the windshield. Once outside, one of the infected attacks Joel. Good thing Tommy was nearby to take the guy out.

After picking Sarah up, run down the street—staying clear of any infected people. At the intersection, the gas station explodes into flames. Turn right and continue around the fire truck. Look out for Tommy, who waves you into an alley on the street's left side. Turn into the opening and go through the gate.



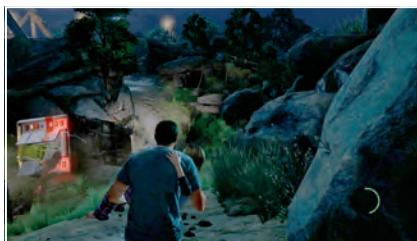


Run along with Tommy through the alley, watching out for a man who attacks at the corner. If he grabs you, rapidly press the Square button to escape. Continue to the end of the path and enter the Pistol Cantina beer garden on the right.

Be quick when entering the open door, as more hostiles run in your direction. Tommy tells you to run toward the highway while he holds them off. Run through the front door of the pub, across the parking lot, and cut through the hole in the short wall ahead.



If you don't hurry to the path, you are attacked again and you must restart at the last checkpoint. Follow the rocky path, up the hill, until the two guys behind you are eliminated.








Playing it safe, a soldier fires at you, sending you back down the hill. Fortunately, Tommy arrives and dispatches him before he kills Joel. Unfortunately, Sarah does not make it.








CHAPTER 2

THE QUARANTINE ZONE

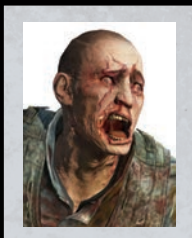
COLLECTIBLES

	Comics	0
	Artifacts	8
	Training Manuals	0
	Firefly Pendants	3
	Ellie's Jokes	0

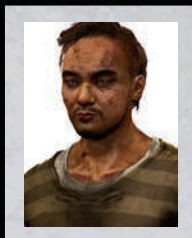
SUPPLIES

	Parts	25
	Tools	0
	Supplements	0
	Shiv Doors	0
	Safes	0

ENEMIES



Infected Runners



Robert's Thugs

Twenty years later, Joel hangs out at his apartment as Tess arrives at the door. She has taken care of a pill drop on her own and now possesses a cache of ration tickets.



Robert's men tried to dispatch Tess, but she managed to escape their clutches. It appears that Robert knows that they are after him and he endeavors to get the jump on them. Fortunately, Tess knows where Robert is hiding—an old warehouse in Mission Hill.





JOEL AND TESS

Twenty years later, Joel is no stranger to how the world now works. He does whatever necessary to survive. He's waylaid other survivors for their supplies and has been ambushed by others for his. Joel knows there is no one to depend on other than himself; even the military is now an enemy who has been ordered to sacrifice citizens to maintain the quarantine. He's under no illusion that the world is going to get better any time soon.



Tess and Joel have been partners in the quarantine zone for some time now. Tess has a direct and commanding manner that, along with her scavenging skills, suits her well in this new world. She can easily take care of herself, but Tess and Joel are better off together than they would be apart.

20 YEARS LATER



Now you control Joel as he follows Tess. You begin in an alley just outside your apartment. Follow Tess out of the alley and down the street to the right. She moves around the bend and left at the intersection. Before following her, though, find the man and woman on the right side of the road next to the newspaper dispensers and strike up an optional conversation. Enter Checkpoint South 5 and walk up to the guard to present your papers.



ARTIFACT 1 AND 2

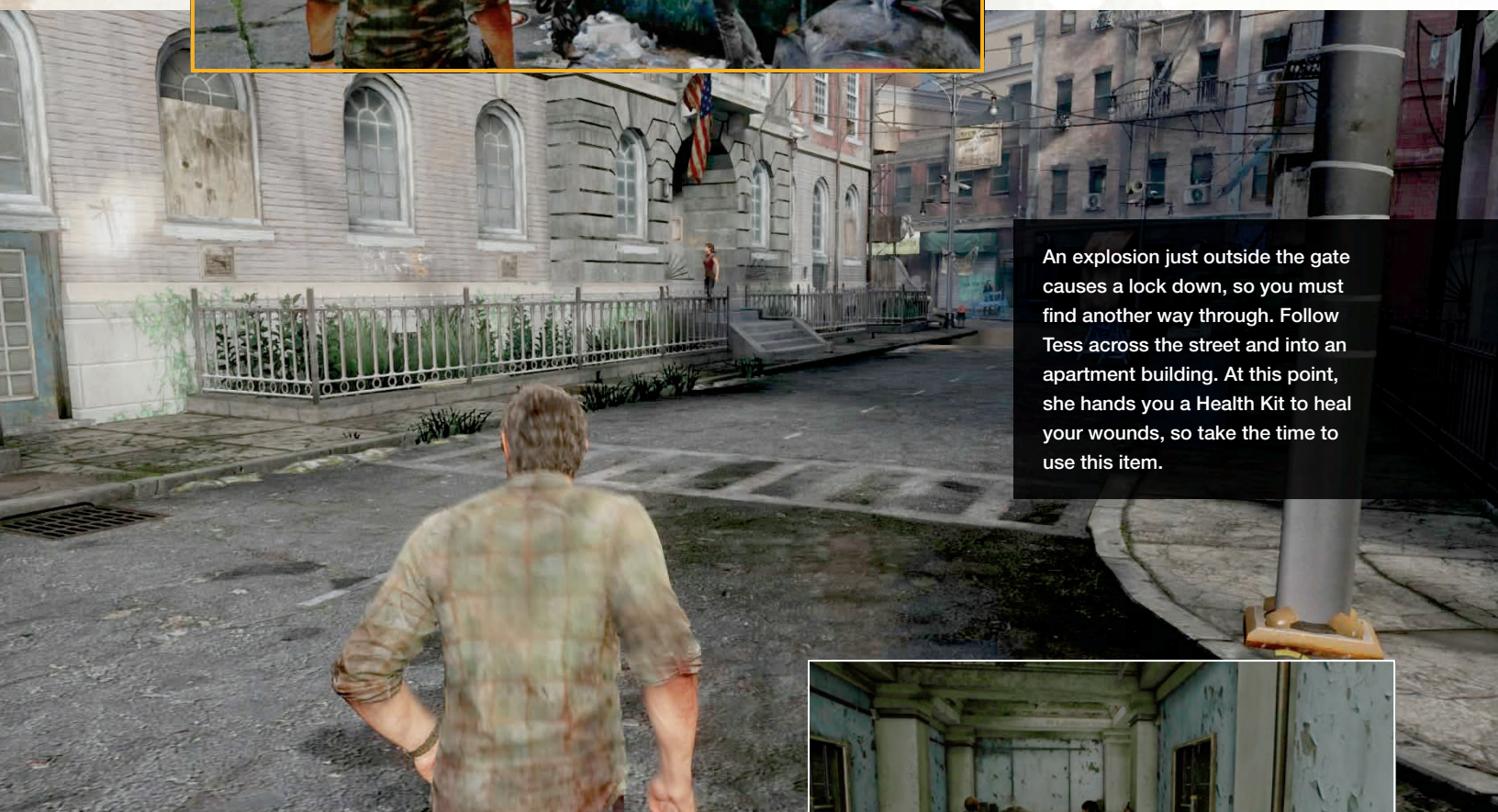
BOSTON Q.Z. MAP AND MILITARY PAMPHLET

Your Artifact collection gets started during the Quarantine Zone intro, as you are given these two items. However, you are unable to access them until you gain Joel's backpack a short time later. These can be reviewed in the Collections tab from your Select menu. By collecting these items you can also earn Tags.



LIFE IN QUARANTINE

Listening in on other people's conversations or observing their actions can help you learn more about the present world. Stop by the two at the dumpster to find out about the woman's outside duty.



An explosion just outside the gate causes a lock down, so you must find another way through. Follow Tess across the street and into an apartment building. At this point, she hands you a Health Kit to heal your wounds, so take the time to use this item.

As you walk down the hallway, Tess strikes up a conversation with a seated man. It appears Marlene is also looking for Robert. Marlene is a member of the Fireflies—a faction who fights against the military.





Enter the open door on the left and approach the entertainment center. Press the Triangle button to interact with it, then follow the onscreen prompt to help Tess move it out of the way. Follow her into the hole exposed in the wall.

BEYOND THE WALL

HARD DIFFICULTY

Note that this walkthrough is written on Hard Difficulty. The easier the difficulty is set, the more crafting supplies, ammo, and health items that can be found around the environment.

Follow Tess straight ahead as she flips on the lights. Turn right and hop over the pipe while continuing behind her. Walk over to Tess and pick up the handgun, flashlight, gas mask, and backpack from the table.



CLIMBING

To climb onto ledges or mantle over short obstacles, press the X button.



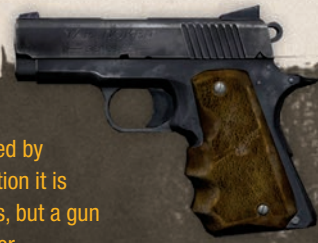
FLASHLIGHT

Some areas, such as the tunnel ahead, can get really dark. Press R3 to toggle your flashlight on and off. Be careful though, the light it sheds can be a giveaway when attempting to remain in stealth.



9MM PISTOL

The 9mm is your first gun in the game and is selected by pressing the Right directional button. To avoid detection it is best to stick to stealth takedowns and melee attacks, but a gun makes dealing with groups or tougher enemies easier.



Move around the corner and approach the wall. Press the Triangle button to give Tess a boost to the ledge above. When she offers her hand, press the X button to jump and grab it as she pulls you up.



GIVING A BOOST

There are many ledges in *The Last of Us* that are too high to reach by simply climbing. If you look up where you want to go and a Triangle button icon appears, it means that a boost is required. Press the button and your character and partner team up to help each other. Usually, the one who is boosted turns around and offers a hand. At this point, press the X button to jump up to it.

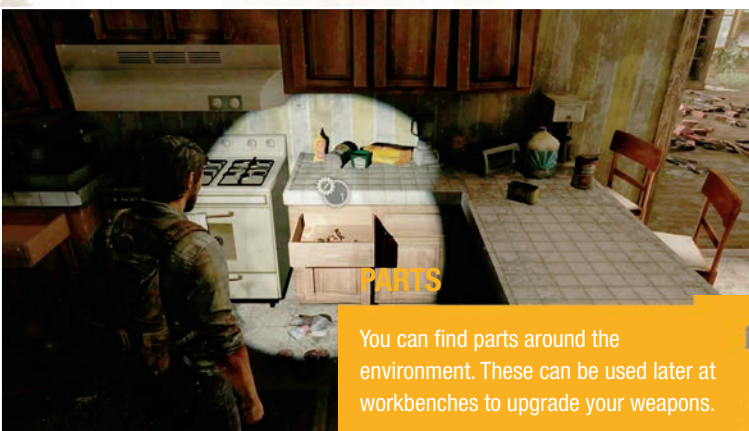




A door lies over the hole above, blocking your way out. Press the Triangle button to push it away and climb out into a pizzeria. Exit out the front of the restaurant, sweet talk Tess, and then move around the sinkhole in the middle of the street. The ladder that is needed to get inside the apartment building is sitting behind a car in the far corner. Move over to the ladder and pick it up.



Carry the ladder to the brick wall with the hole in the second floor near Tess. Place the ladder against the wall and climb to the second story. Follow Tess into the next room, but do not descend the stairs just yet. Be sure to grab the parts from the drawer in the kitchen.



PARTS

You can find parts around the environment. These can be used later at workbenches to upgrade your weapons.



LADDER

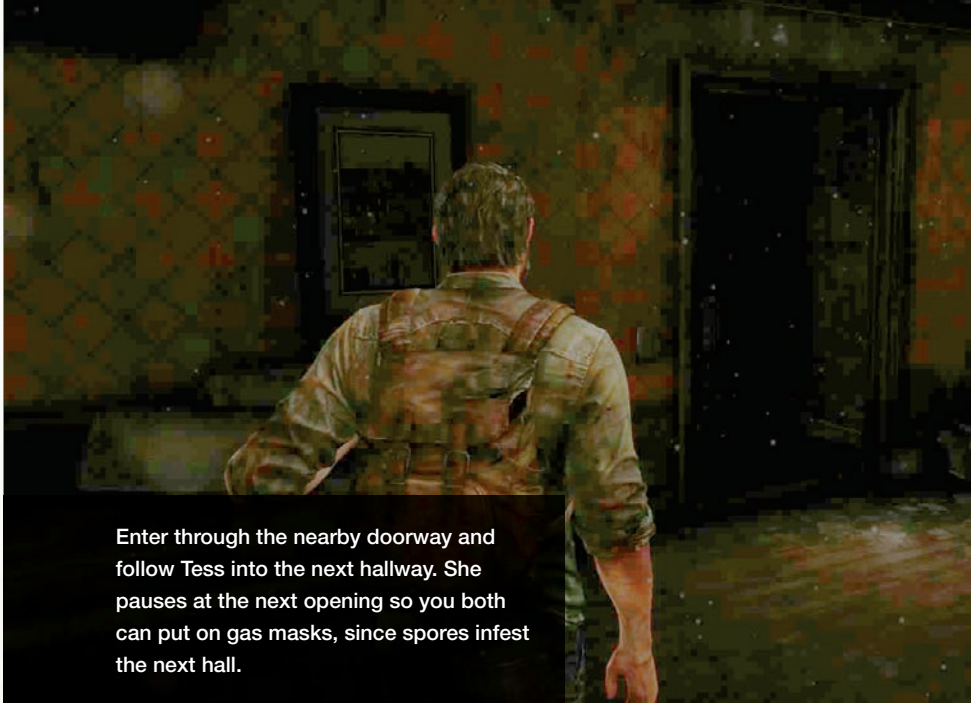
Ladders help you reach upper floors when there isn't another way. To climb a ladder, press the X button when directly in front of one. Then, press Up to reach the upper level.

FIREFLY PENDANT 1



Enter the bedroom straight ahead and grab the Firefly Pendant from the desk against the left wall. Now you can follow Tess down the steps in the previous room. There are many more pendants to collect as you progress through the single-player game. Go into the Select Menu and press R2 to access the Collectibles. Here you can view all of the objects that have been found.





Enter through the nearby doorway and follow Tess into the next hallway. She pauses at the next opening so you both can put on gas masks, since spores infest the next hall.

Proceed into the next room, crouch, and then move through the hole in the wall. A body rests against the rubble on the right. Press the Triangle button to interact with it and find out that he must be responsible for the spores in the air.



CROUCH

To move under or into low areas, press the Circle button to crouch. Press it again to stand back up. Moving in this manner is also quieter and helps in eliminating enemies without drawing the attention of others.



A board rests against the bookshelves. Interact with the board to move it out of the way. Then cut through the narrow opening next to the file cabinets.



A guy with a gas mask grabs for Joel as you enter the next room. He has been exposed to the spores and wants you to spare him the life of an infected. Do him a favor and shoot him in the head, before grabbing his ammo that lies on the floor nearby.



Turn around, enter the door ahead, and move into the hallway to the left. You can hear Infected Runners ahead, so immediately crouch to go silent and observe their movements in the next room from the doorway. One Runner stops just inside with his back turned, so sneak up and take him down. Two more Runners feast on a body in the next room. Remain crouched as you sneak along the left side of the occupied room. Do not stand up until you have exited the building or the infected will move to the second floor.

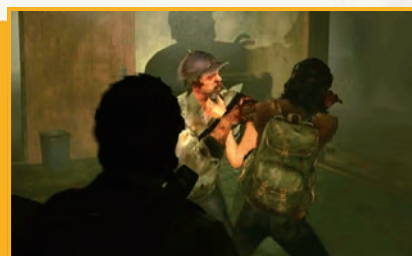


INFECTED RUNNERS

Runners are in the early stages of infection. Once they notice their target, they run in that direction. They can easily be taken down with melee attacks, but watch out that you're not overwhelmed by multiple foes. If this happens and Joel cowers, hold L1 while pressing a direction to break free and run away.

ASSIST YOUR PARTNER

Watch out for a red plus icon to appear near your buddy—Tess in this case. This signifies that your partner is under attack and needs your help to get free. Either shoot or use a melee attack on the aggressor to achieve this.



LOOTING

Some enemies have ammo on them, so be sure to grab any that is on the ground.

Go upstairs, grab the health item in the office to the left if needed, and exit through the hole in the wall.



ARTIFACT 3

NOTE TO BROTHER

After defeating the Runners and running upstairs, enter the office on the left. Sitting on the folding table is an Artifact. You can find Artifacts around the environment to learn more about what has been happening in the game world.



HEALTH ITEMS

Energy bars and cans of food can often be found on shelves or just lying around. These come in three sizes: small, medium, and large. They instantly heal, but these items do not heal as much damage as a Health Kit.



Move through the fence on the left. Then approach Tess who waits next to the nearby wall. She pulls open a pallet that acts as a gate, so slip inside. Drop off the ledge and follow her as she climbs to the floor above.

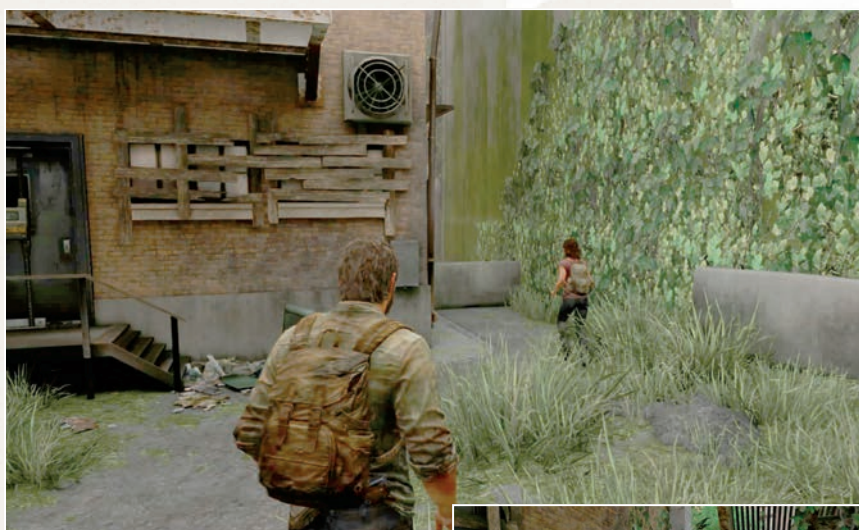


She remarks that the plank has fallen. It can be seen on the lower floor, so move over to the platform in the left corner and drop to the ground below. Interact with the plank to pick it up, and then move back to the platform in the corner.



When the "To Place" message appears, press the Triangle button to lean it against the wall so that Tess can grab it. Turn around and climb through the opening just to the right of the steps. Continue to the upper floor in the same manner as before.

Exit the warehouse across the placed plank and through the broken window. Descend the stairs and drop to the ground. Follow Tess down the alley.



Hop over the short wall, continue around the corner, and duck under the broken-down platform. Follow Tess into the door on the right. In the next room, wait for Tess to negotiate with a kid at the exit.





FIREFLY PENDANT 2



After you move under the broken-down platform, look in the right side of the tree ahead to find a hanging Firefly Pendant. Knock it down with a bullet from your 9mm and pick it up.

THE SLUMS



Once Tess gains access, follow her outside and into the slums. Move through the inhabitants along the path to the left until you enter the bus. Continue to the front of the bus where one of the thugs blocks your path.





After Tess convinces him to move, exit through the bus entrance. As you approach a guarded gate on the right, Tess says to wait up. She bribes the guy with some ration tickets for information on Robert's location. He went down to the wharf.

ARTIFACT 4

DRAFTING NOTICE

After cutting through the bus and before you go through a gate on the right, move to the tables on the left. An Artifact lies in a puddle on the ground.



ARTIFACT 5

WANTED POSTER

Just beyond Artifact 4, approach the wooden fence ahead, where a Wanted Poster hangs.



Follow Tess through the open gate. Three of Robert's men approach as you enter the next area. Tess immediately takes one out as the other two duck behind cover.



Use the crate as cover and look for an enemy's location. Wait for him to peek out from cover and eliminate him. A headshot is an immediate kill. Do the same for his buddy and proceed through the tunnel. Approach the wall on the left, give Tess a boost, and then jump up to grab her hand.



USING COVER

Any short wall or object can be used as cover in a fight. Press the Circle button when Joel is near a piece of cover to duck and hunch against it. Now you can hold L2 to aim over the top. Release the button to drop back down. While aiming, press R2 to fire your weapon.



HUMAN ENEMIES

Most of the foes that you face are human, such as Robert's men. They carry a melee weapon, Molotov Cocktails, or some kind of gun. The best option is to sneak up on each foe and perform a stealth takedown from behind. Some human enemies are armored, requiring more hits to kill.

Follow Tess around to the right and down the stairs. Then duck through the hole in the fence. Crouch behind the cover as two henchmen exit the warehouse on the courtyard's other side. Two foes remain inside the building.



Move around the right side and stay behind cover as the enemies split up and Tess dispatches one. Quietly, enter the building and use Listen Mode to see the locations of the individuals inside. Crouch-walk inside and wait for their conversation to end. Stealthily take out the guy on the left as Tess eliminates the other.



LISTEN MODE

Hold R1 to enter listen mode. This allows you to see where enemies are when they make noise. The distance away that you can see can be increased by upgrading Joel with supplements.





STEALTH KILL

Any time you get close to an enemy from behind or the side, you can press the Triangle button to put them into a hold. The enemy will attempt to break free, but if you press the Square button, Joel strangles his foe to death.

Exit through the far window and finish off the final enemy. He drops the Warehouse Key, so be sure to pick it up. Hop through one of the windows to reenter the warehouse and move down the hallway on the left.



ARTIFACT 6

WAREHOUSE KEY

Once you defeat the last foe in this area, he drops the Warehouse Key and it is added to your collectibles as an Artifact, but you cannot go anywhere without it.



Move through the door and take cover behind the supplies. Toss a bottle into the right room. This brings one of the workers inside to investigate as another stands guard at the door. Sneak over to the divider wall and wait for the guy on the right to approach your position and turn around. Quickly take him down as Tess eliminates the other. If it goes well, the other men will remain clueless of your existence and move into the warehouse ahead.



BOTTLES AND BRICKS

Bottles and bricks can be found throughout your adventures. They can be thrown to distract enemies or used as a weapon by hitting someone with one or throwing one. Picking up another item replaces the item that you currently possess. These objects become very valuable, especially with enemies that you meet later on, so try to always have one in your possession.



Sneak into the warehouse on the left and grab the thug with his back turned. Drag him behind the pile of supplies and choke him out. Quietly move up the steps just outside and move through the door on the left. A Shiv can be found to the left, before following the walkway around to the right. Grab the Health Kit off the file cabinet and pause at the next doorway.



Two henchmen are having a conversation outside. Wait for them to split up and quickly take out the closest one. Then follow the second until you can get close enough to eliminate him.

Once all of the foes are dispatched, meet up with Tess at the overhead door on the first floor. Approach the chain on the right and hold the Triangle button to open the door.



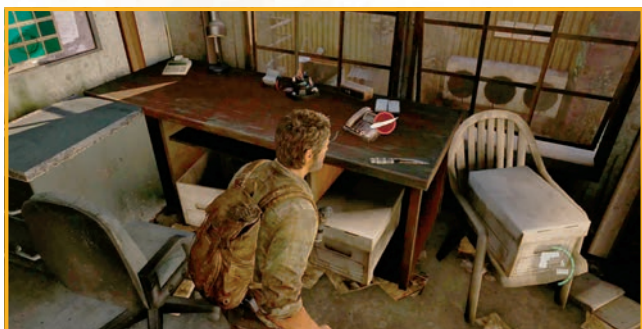
CHASING ROBERT

ROBERT

Robert is a gunrunner, plain and simple. He leads a group of thugs that control the docks. He deals with anyone who can pay and has no problem double-crossing any of his clients if the price is right.



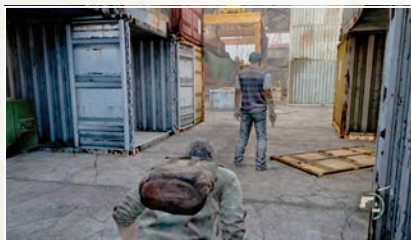
Just outside, Robert and another guy separate. There are more men in between you and Robert. They can be engaged in gunfire, taken down quietly, or you can choose to move past them through the use of distractions. This walkthrough favors the quiet approach.



CRAFTING

Once you pick up the Shiv, you can create your first item. Press Select and then choose the Crafting tab. If you have a full blade and binding, hold the X button while highlighting the Shiv to create another one.

Move through the trailers on the left and grab the Shiv off the crates. Then, move to the far left until you are behind the trailer to the right of the barrels, where one of Robert's men stands guard just ahead.. Grab him and drag him into one of



the trailers, where a silent takedown goes unnoticed. Continue to sneak around the left edge while moving toward the big warehouse.

ARTIFACT 7

SHIPPING MANIFEST

After watching Robert move away at the wharf, go right to the railing. This note sits on the ground behind a dumpster near a No Fishing sign.

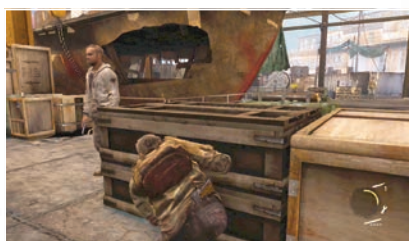


MELEE WEAPONS

Melee weapons (2x4s, baseball bats, and pipes) make your melee attacks much more powerful. Press the Square button to swing the weapon at an enemy. Each of these weapons has a limited number of hits before they are lost.



Once inside, turn left and move through the open shipping crate. Two guards stand in the way of the office in the corner,



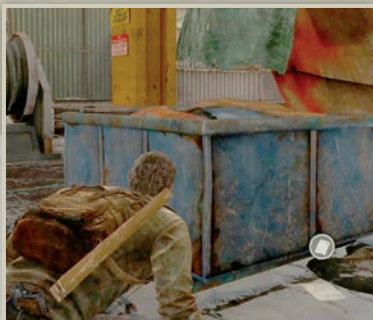
but a third patrols just to the right. While his back is turned, take down the closest guy behind the crates.

ARTIFACT 8



DOCKS NOTE

There is an Artifact on the ground to the right of the hanging ship, behind a dumpster. To get this you will have to deal with more of Robert's thugs. When you enter the warehouse, watch the movements of the nearby guards. Make your way around to the right when their backs are turned—using distraction when necessary. If needed, take a hostage and eliminate the others with your handgun. Grab the document and either lose any remaining enemies by sprinting to the other side of the docks and ducking behind cover, or continue to work your way around the outside of the warehouse.



When the guard to the right moves away, throw a bottle against the door to the left. This moves another enemy who waits behind more crates. As he investigates the sound, take him down. Enter the corner room and open the door on the left to find Robert inside the office. Once he flees the room, sprint after him. Quickly press the Triangle button when you reach the exit.



Follow Robert through the alley and into the open door on the left. Continue through a few more doors on the right and continue through another one straight ahead. Hop through one of the windows on the room's other side to catch him. Here Tess and Joel confront Robert and force him to reveal where their guns are located. It appears he sold them to the Fireflies.



THE CARGO

Marlene, "Queen Firefly" according to Joel, shows up badly hurt. She has a proposition for Tess and Joel—smuggle something out of the city for her and she will return their guns.



Before following Marlene up the nearby steps, move past her and search a wooden shelving unit on the left to find more parts and crafting supplies.

Continue over the line of crates and climb onto the wooden boxes as she pulls down a ladder. Climb to a fire escape above and continue to the top. Turn right, move down the roof, and follow her through the busted-out window.

MARLENE

Marlene is the leader of the Fireflies, part of the team still trying to find a cure for the disease. She is Ellie's caretaker and does everything she can to keep the girl safe.





More parts and a Shiv rest on a shelf ahead. Grab them before joining Marlene at the exit. Interact with the door and move right to help open it. Follow Marlene down the stairs where guards are spotted ahead. Run between the wood crates before meeting her at the steps to the left.

Quietly move up the stairs and enter the open door on the left. Exit to the far hall and hop over a desk that blocks the path. Perform a stealth kill to eliminate the guard standing in the doorway as Marlene takes out another.



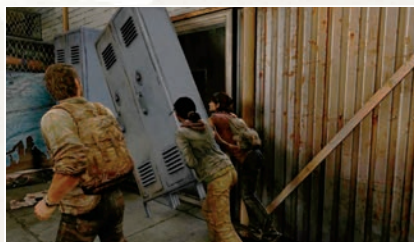
Move through the room to the left, grabbing the crafting supplies along the way, and quietly enter the storage room. Approach the left window to find a guard who faces the other way. Exit out the window, pull him back next to the trailer, and strangle him. Now observe the two closest soldiers.



If the nearest guy goes on his patrol, follow him to the right and quietly take him down. If both guys stop straight ahead, looking the other way, move up to the next crates. Wait for a third patrolling enemy to move back down the far steps and then grab the first enemy. Take him out behind cover and quickly eliminate the other one.



Now only one man remains, move down the steps and eliminate him. Enter the door below the overpass. Once inside, Marlene and Tess barricade the door shut. Cut through the storage room and follow the exit signs back outside. Continue into the basement of the next building and climb the staircase. This puts you in a kitchen. Help Marlene with the door by pressing the Triangle button.



MEETING ELLIE

Inside the next room, you meet Ellie—the cargo that you are smuggling out of the city for Marlene. A crew of Fireflies will meet you at the capitol building, but Marlene is unable to go. Tess still wants to see their guns though. While Marlene takes her there, Joel must escort Ellie to the north tunnel.



ELLIE

Even though she has been raised with no real family in this violent world, Ellie still finds wonder in the simple things in life. At 14-years old, she is not naïve to the ways of this world, often utilizing her bravery and resourcefulness to get by.



Now it is just the two of you as you exit the bakery. Head left past the Quickmart and descend the steps into the small parking lot. Immediately turn right and go down more steps that lead into a short tunnel. Follow the path around and up to the street. Continue along this route until you reach a courtyard. Inside the garage on the other side is a dumpster. Interact with it to grab on and pull it outside. Roll the dumpster to the left and push it next to the metal platform ahead.

FIREFLY PENDANT 3



Just outside the bakery, before you start your journey with Ellie, search near the corpse across the street for a Firefly Pendant.









Climb onto the dumpster and then up to the platform. Continue up the steps to the next floor and enter the open door. Follow the hallway to the left and continue all the way to the end where you find a staircase. Ascend the steps to the next floor and run to the end of that hallway to reach an unlocked door. Enter to find Joel's apartment.








CHAPTER 3

THE OUTSKIRTS

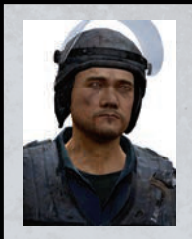
COLLECTIBLES

	Comics	0
	Artifacts	9
	Training Manuals	0
	Firefly Pendants	4
	Ellie's Jokes	0

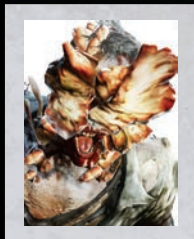
SUPPLIES

	Parts	125
	Tools	0
	Supplements	65
	Shiv Doors	2
	Safes	1

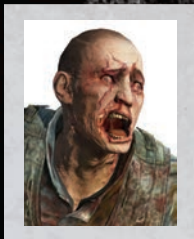
ENEMIES



Soldiers



Infected Clickers



Infected Runners

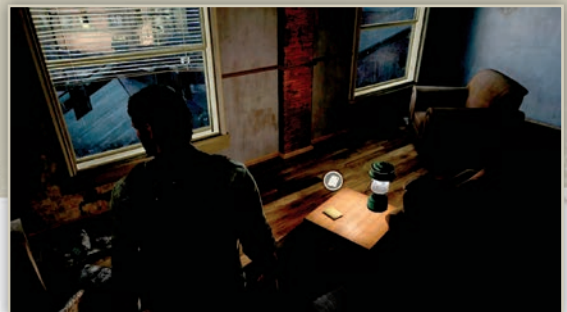
After some banter between Joel and Ellie, Tess arrives at the apartment. She is ready to get this job done and get their guns back. Talk with Tess as she stares out the window to get started. She moves the bookcase in the corner to reveal a secret passage.



ARTIFACT 9

TESS'S LIST

After Tess arrives at Joel's apartment, she waits for you in the next room. Turn around and grab Tess's List off of the side table before talking to her.

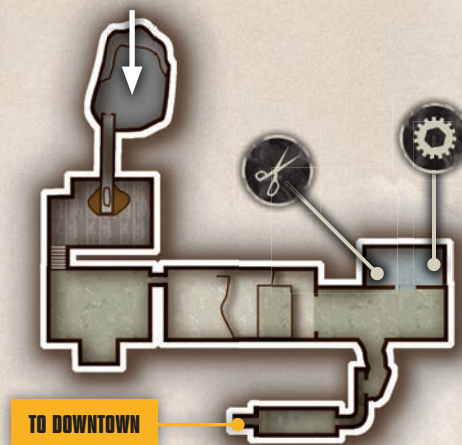
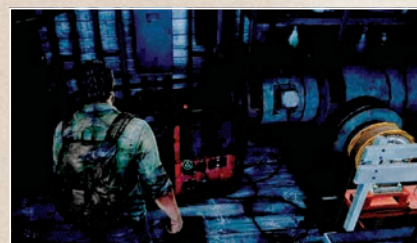




OUTSIDE



Follow the ladies to an elevator and interact with the generator on the left. A vertical meter appears on the side, with a line inside that bounces up and down. When that line is inside the lower box of the meter, press the Triangle button to have Joel pull the starter. Three successful pulls get the generator going. A failed button press means you must start over.



Walk into the elevator and press the button on the wall to descend into the north tunnel. Flip on your flashlight and duck into the hole in the wall. Follow the tunnel into a small room and climb the ladder.



ARTIFACT 10

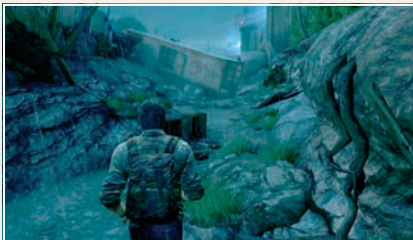
PATROL ROUTES MAP

Take the elevator down from Joel's apartment to reach the basement. Turn right and search near the water heaters to find the map.



Push the board to the side by interacting with it. Step out into the rain and drop into the ditch. A group of soldiers patrols the area ahead, so be cautious as you proceed. Follow Tess to an empty trailer.

Climb in the trailer and move to the opposite side where you are ambushed by a couple soldiers. As one soldier scans the three of you, Ellie gets antsy and stabs him in the leg causing Joel and Tess to move into action to take them out. Afterward, Joel notices the scanner reads positive from Ellie's scan. Now they know what they are smuggling.

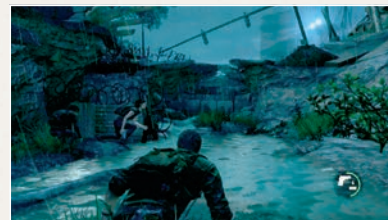


AVOIDING THE SOLDIERS

More guards arrive. Follow Tess through the opening and take cover behind the concrete wall. When she moves, follow her past the burnt-out car and drop into the ravine. Follow the water as you jump over the barrier and duck under the pipe.



Crouch into a drainage pipe ahead and follow it to the other side. Continue along the trench to a concrete wall and observe the guards above. Quietly move along the right side



until you are past the first soldier, then sneak past the second one along the left. There are drainage pipes that you can duck into if needed.

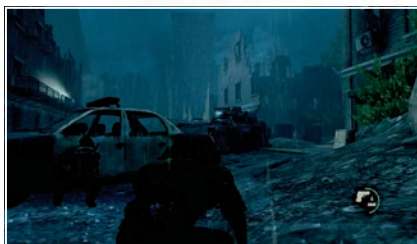
Drop into the water ahead and climb out the other side. Move through the doorway on the right to find crafting supplies. Climb up the rubble and into a house. Crouch behind the short wall on the right as the guards search the building.



Once you hear them say, "It's clear," move into the next room and climb the stairs to the second floor. Drop into another building and continue into a garage. Hop through one of the windows on the opposite wall, grab the crafting supplies from the dresser, and return to the garage.



Grab the chain and hold the Triangle button to open the door. On the street, a patrol of three soldiers searches ahead while another stands on a walkway above. Follow Tess past the police car to the broken-down tank.



Immediately run behind Tess when she moves again and pick up the brick near the left wall. Throw it through the window between the soldiers. Move

through the big opening on the right while they investigate the noise.



DISTRACTING ENEMIES

Bottles and bricks are great for distracting enemies. Throw a bottle or brick to a location where you want the enemies to go and they will move to investigate. This allows you to sneak up and perform a stealth takedown or just move beyond any foes.

Take cover behind the partial walls until you find another brick. Throw this one past the nearest soldier and continue in the same direction through the burnt-out trailer. Drop into a big cavernous hole. Crawl into the drainage pipe and follow it into another building.



Once inside, search the desk on the right for parts and examine a locker on the other side of the room for crafting supplies. Exit the way you came in and move through the big opening on the opposite wall. Follow the path to a big sewer pipe.

Turn left, continue into a big room, and exit out the far gate. This puts you outside, clear of the soldiers and right downtown—not far from the capitol.

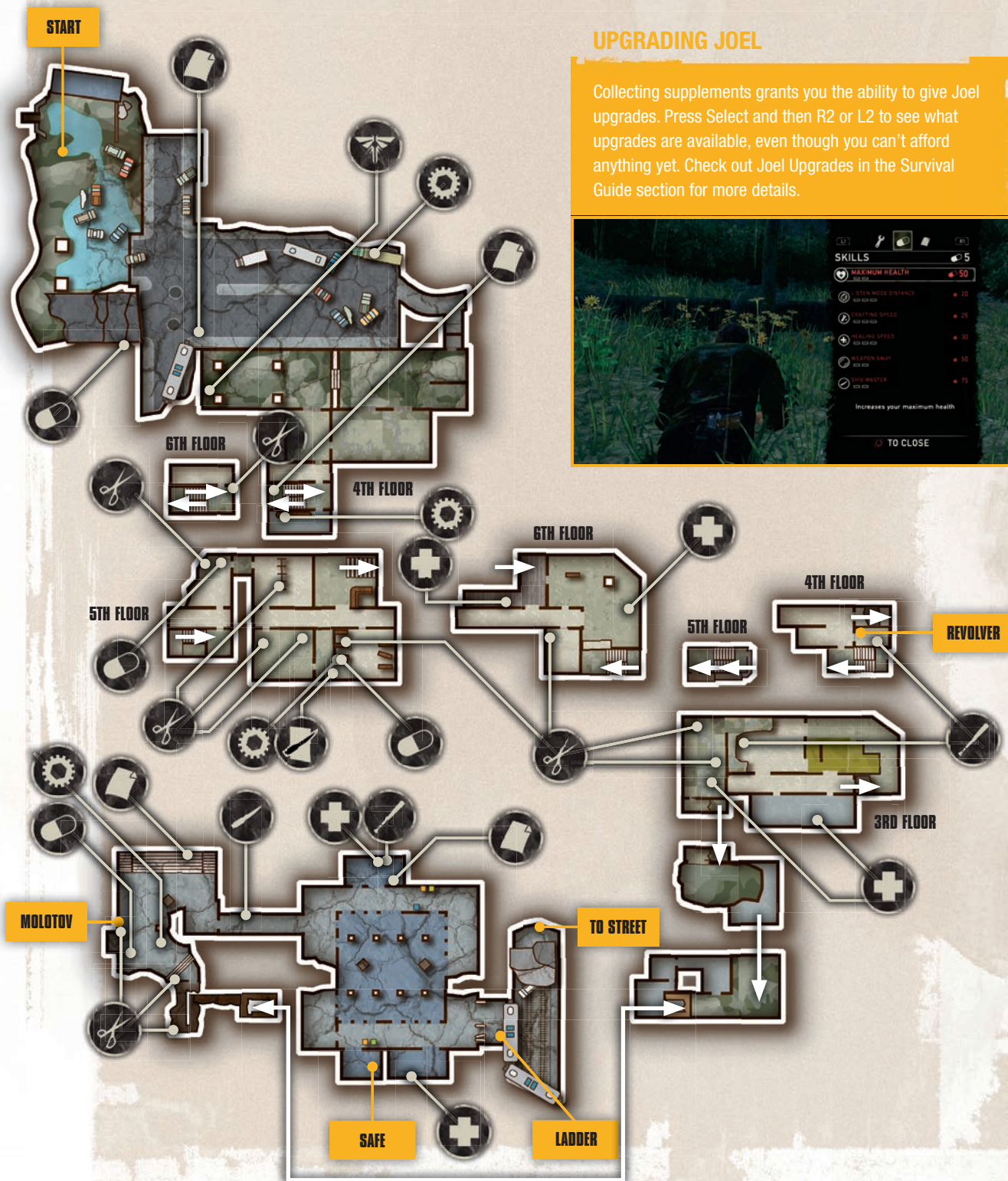
Go up the steps, immediately turn left, and duck through the hole in the wall. Take cover behind the wooden crates and wait for the soldiers above to disperse. Run straight ahead to the double doors on the left.



DOWNTOWN

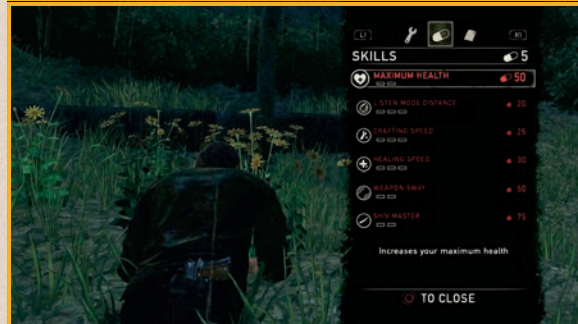
Follow Tess under the overpass, but move through a small opening on the left before climbing the rubble. Gather a supplement from the plant that sits in the grassy area ahead. Now meet with the others on the street above. Continue up Broadway and look for a semi on the left side of the road. Search inside for parts and then climb up the rubble. The capitol building is now in view, but a big gaping hole blocks your way. You must cut through the tilted building to the right.





UPGRADING JOEL

Collecting supplements grants you the ability to give Joel upgrades. Press Select and then R2 or L2 to see what upgrades are available, even though you can't afford anything yet. Check out Joel Upgrades in the Survival Guide section for more details.



ARTIFACT 11

EVACUATION LEAFLET

When you first join Tess and Ellie on the street that leads to the tilted building, move over to the right corner of the intersection. Sitting on the ground next to the pole is a leaflet.



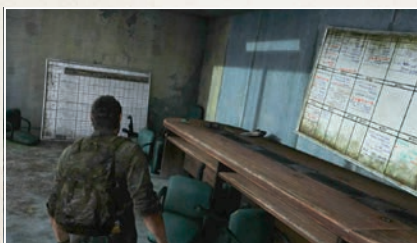


Turn right and climb through the concrete structure to reach the Boylstone building. Enter the open door ahead. Once in the hallway, inspect the body on the floor to find out you are probably not alone.

FIREFLY PENDANT 4



Before entering the Boylstone building, run all the way to the right to the last tree. Look up in the right side to find a Firefly Pendant.



Move through the nearby doorway and open the door next to the stairs. Search the table on the right to find some parts, then exit to the stairs. Climb the stairs past the fifth floor. Search behind the desk at the sixth floor to find crafting supplies. Descend to the fifth floor and enter the open doorway.

ARTIFACT 12 FIELD OPS LOG



On your way up the stairs, a document lies near a soldier's corpse on the first landing. It is a field operation log from the military.



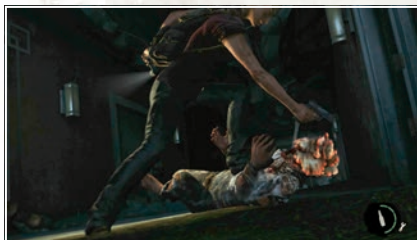
A Clicker leans against the door across the hall. Interact with it and rapidly press the Triangle button to pry it loose. Press the Triangle button again to grab the door handle, and then repeatedly tap the Square button to bust into the room. Open the drawer of the desk straight ahead to find more crafting supplies and supplements.



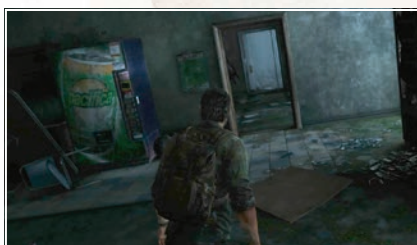
Duck under the collapsed cabinet to the right and climb over the desk that blocks the next doorway. Search the other side of the row of desks to find crafting supplies. Attempt to exit to the hall, and when Tess joins in, press the Square button rapidly to bust through.



In the hallway, a Clicker grabs Joel. Rapidly press the Square button to push it away as Tess takes it down. Follow Tess and Ellie into a break room and search the cabinets to find crafting supplies. Alcohol can be found under the right counter and a rag to the left. Tess grabs one while you get the other. Meet up in the middle to learn the Health Kit recipe.



Exit through the door on the left wall and approach the door straight ahead. This is a Shiv door, which requires a Shiv to get inside. Break in and search the shelves to find crafting supplies, parts, and supplements. Now, return to the main hallway.

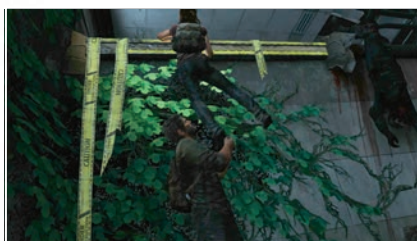


SHIV DOORS

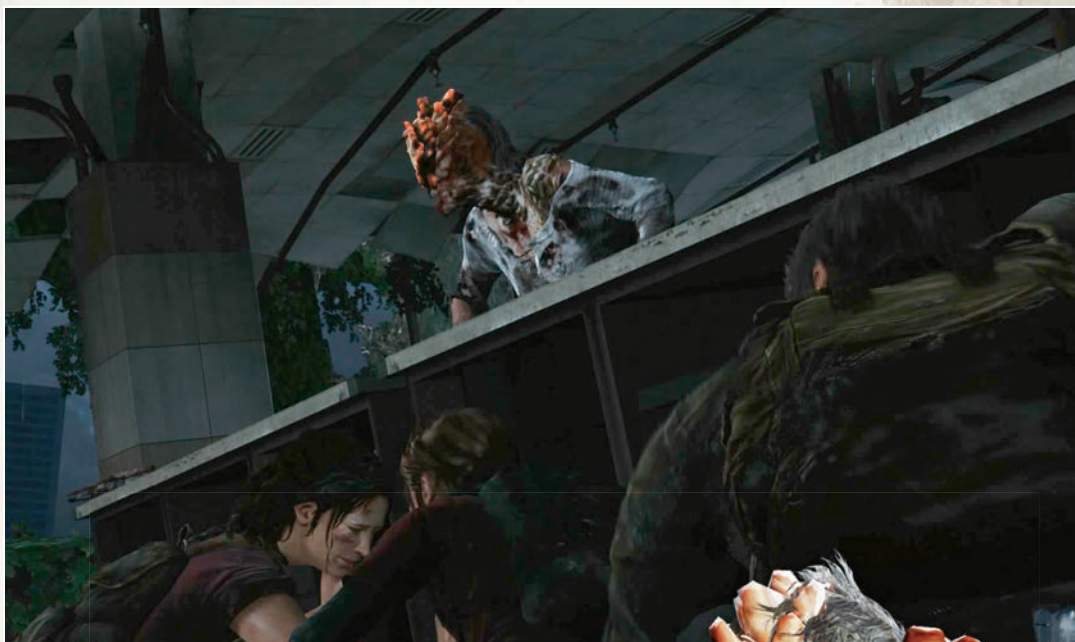
Occasionally, you will find doors that are locked and the only way to get inside is by using one of your Shivs. It is well worth it to keep one of these tools in your possession at all times; the reward is almost always a big one.



Enter the double doors, walk up the collapsed steps, and give Tess a boost so she can check out the upper level. Once Ellie has been helped up, jump for Tess's hand and climb up.



A Clicker enters the room, so everyone takes cover behind a counter. After it moves away, Tess tosses a bottle into the next room, causing the Clicker to investigate the sound.

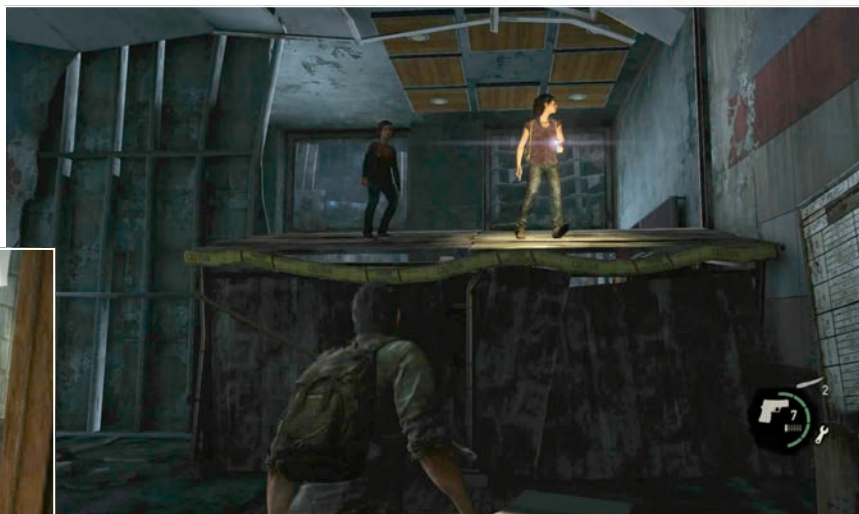


INFECTED CLICKERS

Clickers are unable to see with their eyes, but their hearing gets them around just fine. The clicking sound that they produce allows them to "see" what is around them like radar. They can be distracted by tossing a brick or bottle, killed with gunfire, or dispatched with a stealth kill. This last option can only be done with a Shiv.



Grab a bottle or brick and throw it into the opposite corner. Sneak into the bathroom straight ahead to find crafting supplies. Now, enter the room to the left and climb onto the scaffold. Drop into another stairwell and hop over the railing on the left.



Interact with the drawers that block the way down and move backwards to remove the obstacle. Follow the ladies onto the fifth-floor landing. The stairwell is blocked, but window cleaner scaffolds rest outside the window.

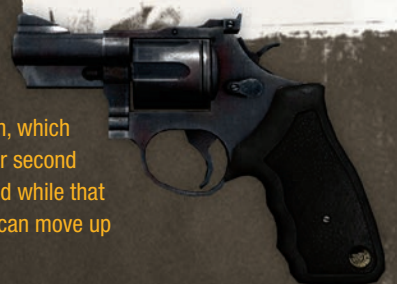
Climb into the first platform and follow Tess and Ellie down to another one to the left. Step onto the narrow edge and sidle into another broken window that leads back into the stairwell.

Inside the room to the right is a 2x4, which is useful against the Infected Runners that you will encounter ahead. A Revolver is also available next to a corpse in the hall.



REVOLVER

The Revolver gives you another handgun option, which is more powerful than the 9mm. To access your second handgun, press the Right directional button, and while that slot is highlighted, hold the X button. Now you can move up and down to switch guns.



Turn right and drop to the third floor hallway below. Infected Runners can be heard nearby. Crouch-walk straight ahead, turn left, and perform a stealth kill on the Runner facing the other direction. This leaves three more Runners and a Clicker in the general area.

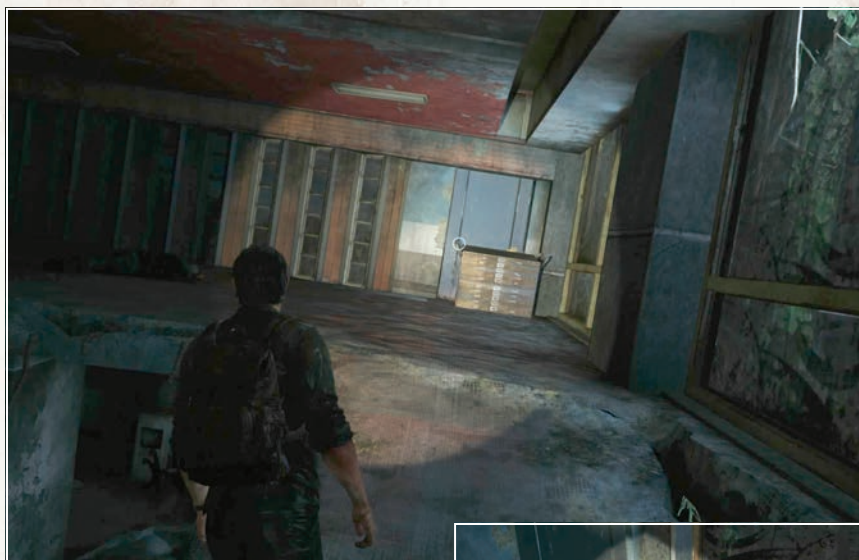
Backtrack to the hall, use listen mode to find out where the enemies are, and then duck into the room on the left when it looks clear. This is a good location to lure a passing enemy for a kill.



Another 2x4 can be found in the opposite corner from where you dropped in (if you need it to quickly bash an Infected Runner to death). Try to eliminate the Runners first, then distract the Clicker and take it down with a Shiv.



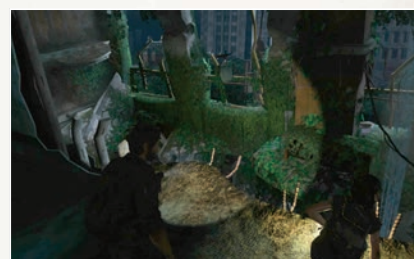
Once the area is clear, Tess and Ellie join you. Climb onto the collapsed floor near where you found the board and then up to the fourth floor. A storage cabinet blocks a doorway ahead.



Interact with the drawers and pull them out of the way, but do not let go. Joel holds it in place as the ladies find a copier to block the cabinet from rolling back. Climb over the machine to enter the room. Crafting supplies can be found next to the chair in the corner and on the receptionist desk.



Turn left once your group is in the hallway and drop to the lower floor. Crouch under the collapsed ceiling and jump down to the tiled floor on the left. Drop down again into the corner and follow the path to a big opening in the wall.



BASEMENT

Continue down the incline through an open door. Immediately turn left before the water and cut through the opening. Climb into the small opening on the left, and then climb out of the big hole. Head toward the Oliver LLF sign ahead, sticking to the far right to avoid the hole.



Turn left and shimmy along the narrow ledge on the left to find supplements and crafting supplies. Drop down near a fan in the wall. Follow the slope and grab the crafting supplies in the corner. Continue along the collapsed floor and drop into the bottom floor. Join Tess and Ellie next to a Firefly body. Grab the Molotov Cocktail and crafting supplies nearby.



MOLOTOV COCKTAIL

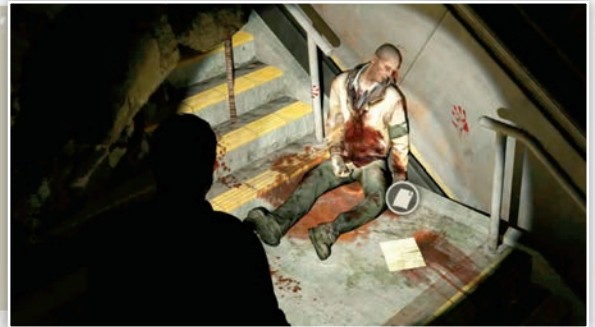
Now you are able to create Molotov Cocktails with a rag and alcohol. Tossing Molotov Cocktails causes them to explode, setting an area on fire. This creates fire damage on anyone who comes in contact with the flame. This is a valuable weapon to have on hand against any enemy, but you must decide whether you want to create this powerful weapon or a Health Kit when you have the two components.



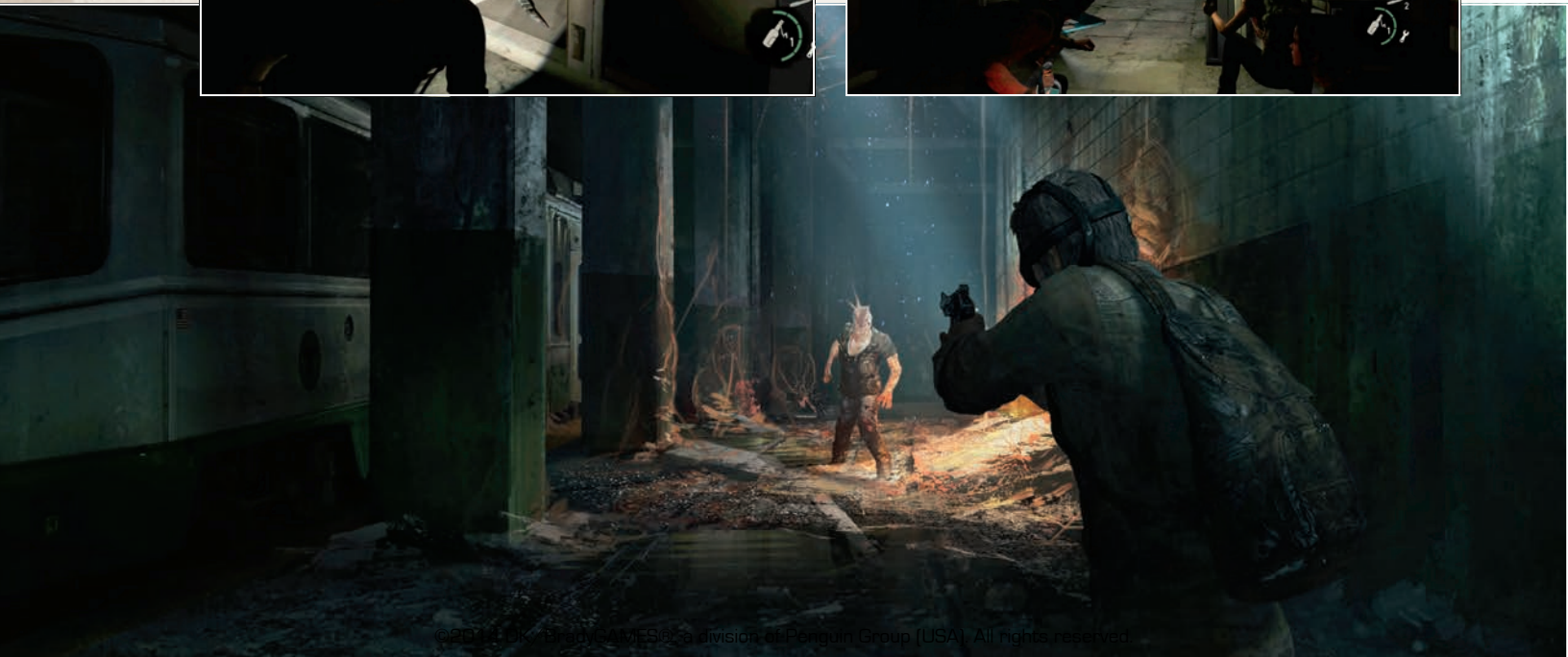
ARTIFACT 13

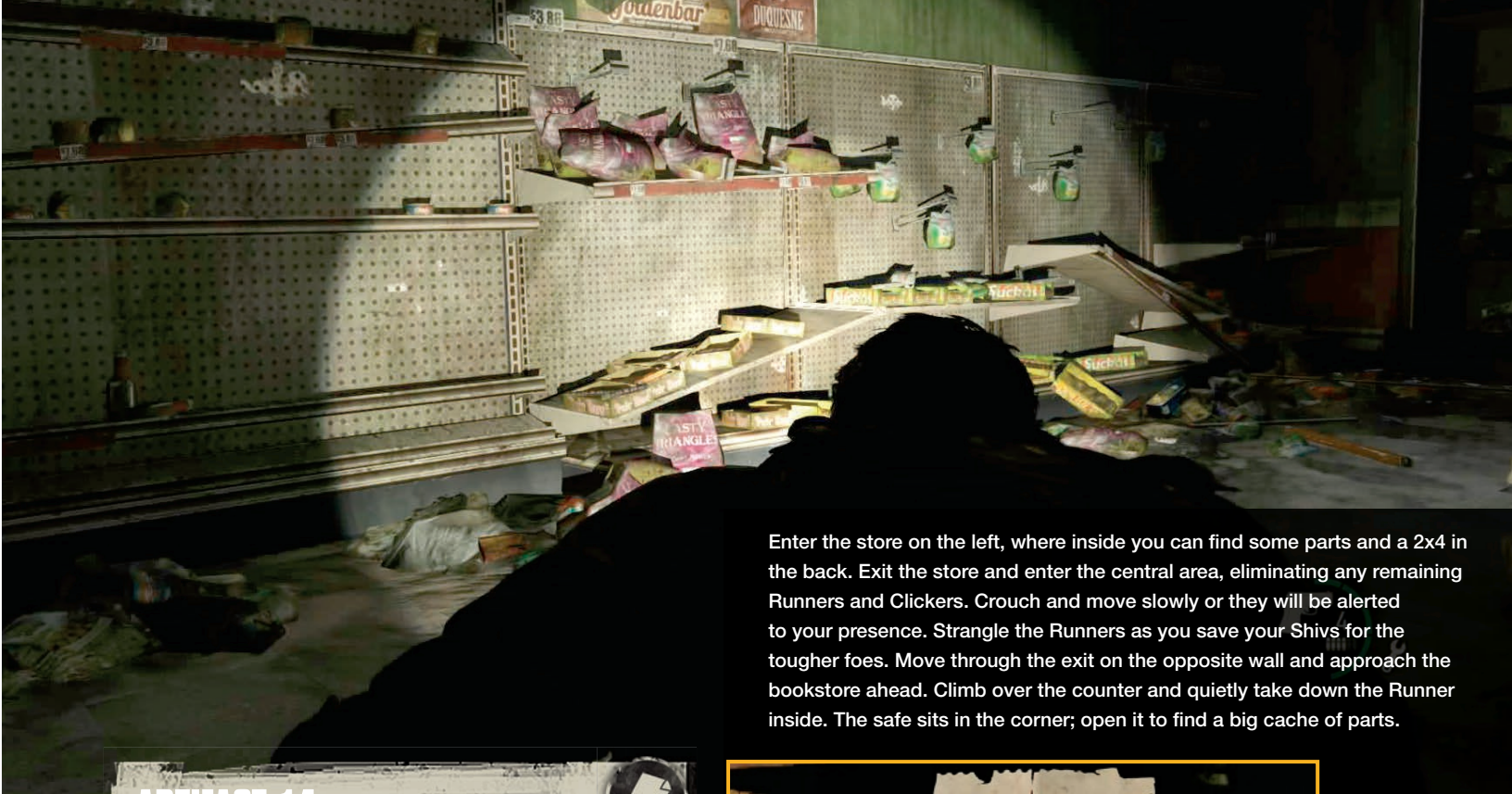
FIREFLY MAP

From the Firefly body, go right and climb the steps to find a note next to another corpse. This shows a map that leads to the capitol building where the Fireflies are to pick up the girl.



Continue to the right into the subway, ducking under the collapsed floor. Grab a Shiv from one of the lockers on the left. Clickers and Runners litter the area ahead. Wait for the distant Clicker to head your way, then toss a brick or bottle next to the wall ahead. With two Clickers in the immediate area, throw a Molotov Cocktail at them to eliminate them with one shot.



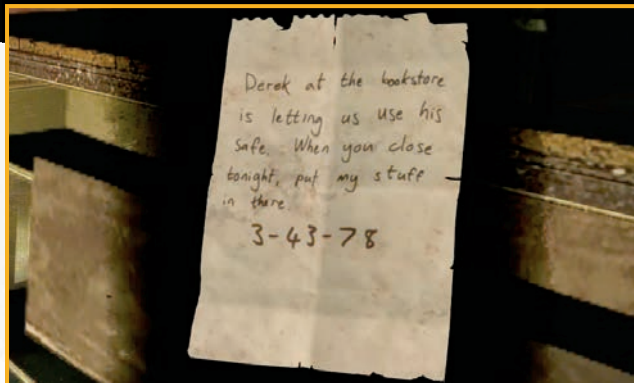
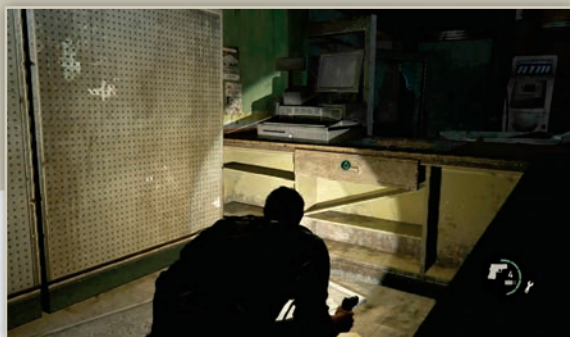


Enter the store on the left, where inside you can find some parts and a 2x4 in the back. Exit the store and enter the central area, eliminating any remaining Runners and Clickers. Crouch and move slowly or they will be alerted to your presence. Strangle the Runners as you save your Shivs for the tougher foes. Move through the exit on the opposite wall and approach the bookstore ahead. Climb over the counter and quietly take down the Runner inside. The safe sits in the corner; open it to find a big cache of parts.

ARTIFACT 14

NOTE TO DEREK

Inside the store, search the drawer under the register to find the third Artifact—a safe combination. This means that a safe full of goodies must be nearby.



SAFES

Several safes hide people's valuables in various locations in the game. You must find the Artifact with the corresponding safe combination to open each one.

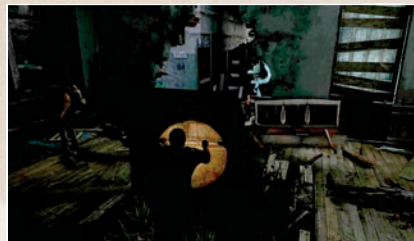
Leave the store and go right, dispatching any remaining enemies as you move toward the exit. Look above the exit to find a ladder. Press the Triangle button to give Tess a boost so she can pull it down. Climb the ladder and move through the hole in the wall. Drop onto the subway tracks below.



MUSEUM



Climb the collapsed street to return to the outside. Move down the street to the historic building on the right and quietly enter through the front door. Three Infected Runners are hanging out inside. Perform a stealth kill on the right one first, then take out the one just beyond her, and finally remove the last one. Be sure to crouch the entire time so you remain undetected.



Grab crafting supplies out of the drawer that sits against the left wall. A cart on wheels sits in the middle of the room. Push it out of the hole in the far wall and bring it to a rest next to the wedged semi-truck outside. Use it to climb over the trailer. Once on the other side, search inside for a 2x4 if needed.

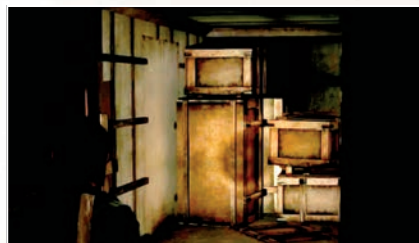
ARTIFACT 15

MEDICAL PAMPHLET

Climb over the semi-truck that blocks the street and hop off the other side. Enter the trailer to find the pamphlet sitting in the back.



Move down the street until you find an overhead door on the left. Use the chain to open it as the three of you slip inside just in time. Move to



to the room's other side and search inside the trailer for a bottle of supplements. The first workbench is in the corner opposite of where

you entered the building. Use it to upgrade your weapons before entering the nearby door.



WORKBENCH

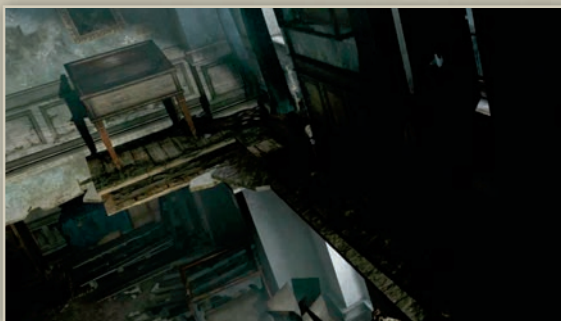
These crafting tables can be used to upgrade your weapons. This costs a certain number of parts for each upgrade and most require tools that you find later on the journey.

Go through the door next to the fire extinguisher. Search the drawer to the right to find crafting supplies. Exit through the other door and search under the rubble in the far-right corner to find more supplies. Move up the collapsed flooring to the second level.



FIREFLY PENDANT 5

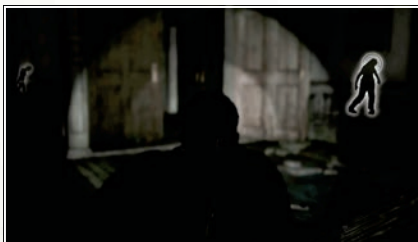
When you reach the second floor of the museum, immediately sidle along the ledge to the left. When you reach the back wall, search inside the display case for a Firefly Pendant.



Exit the room and continue through the exhibits as you circle around to the right. Grab the supplies from the cabinet in the far right room. Duck into the demolished room and interact with the wood beam when you can't go any further. Tess and Ellie manage to get through as Joel holds up the beam, but it collapses and blocks Joel's exit.



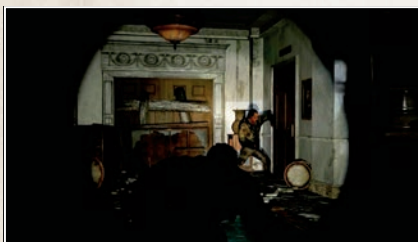
Backtrack out of the room along a new path to find Clickers roaming inside the museum. Before exiting into the hallway, use your listen mode to scope out the floor ahead and to the left. If you have plenty of Shivs, or at least the parts to make some, work your way around to the Clickers' backs and perform a stealth kill. Otherwise, they are relatively easy to avoid if you remain alert. Make sure to keep at least one Shiv, because you will need it soon.



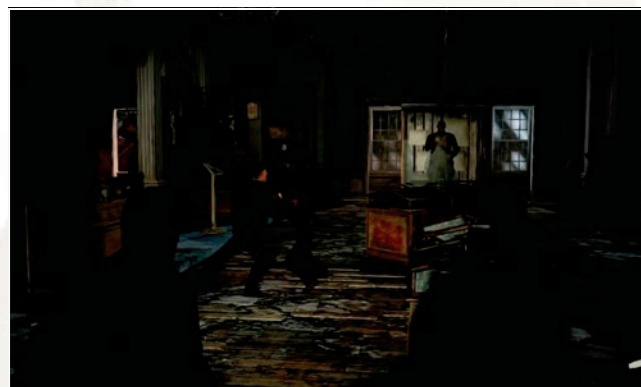
Move down the hall to the left and enter the open double doors. Crafting supplies sit on the counter next to the register. Approach the locked door next to the water cooler on the right and use a Shiv to break in. Search the shelves to find crafting supplies, ammo, supplements, and parts.



Move into the hallway and enter the door at the end of the hall. Go up the stairs to the next floor and through the door to enter another hall. Turn right to find an Infected Runner trying to bust through a door. Quietly approach him and take him down with a stealth kill. Open the door to find Tess being attacked by another Runner, who she manages to fight off.



Just through the next doorway, Ellie is also being attacked. Pull out a gun and kill him as three more Runners head your way. If you can get one alone, use melee attacks to conserve ammo.



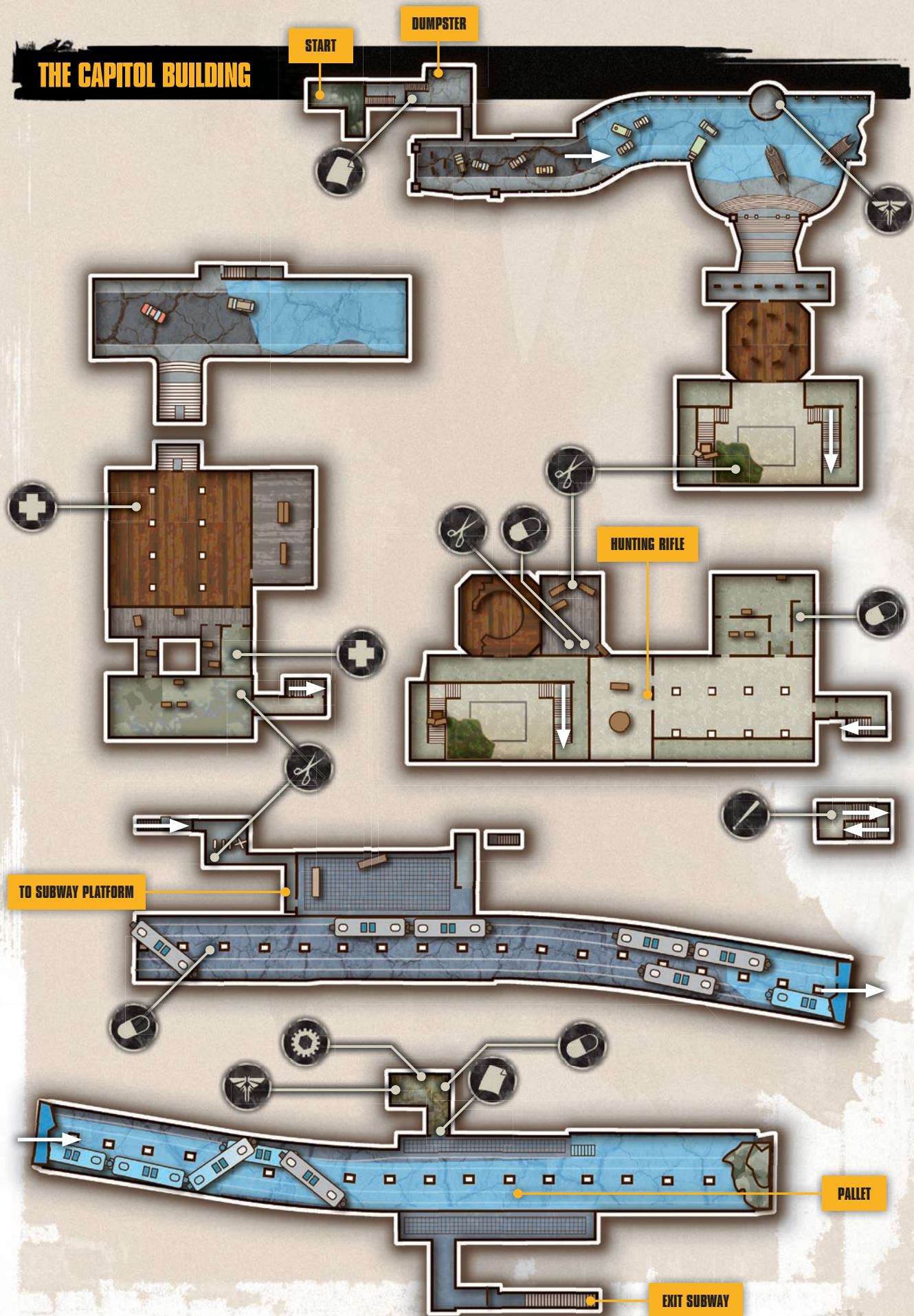
Watch out for any straggling Runners as you move through the exhibits. Use the bottles and bricks that litter the floor to take them down quicker. In the far corner is an open window. Converse with Tess and Ellie and then exit the museum onto the fire escape.

Climb the steps all the way to the roof, where two planks lie on the ground—one to the right and another to the left. Pick one up and carry it back onto the fire escape.

Place the plank to make a bridge from the railing to the next-door roof. Joel, Tess, and Ellie automatically cross over as the capitol building is now in view.



THE CAPITOL BUILDING





You regain control of Joel on a lower roof. Follow Tess and Ellie down the nearby stairs. At the bottom, make a sharp right turn and interact with a corpse in the corner to find out that he was another Firefly member. Things are not looking good as far as the rendezvous is concerned.

ARTIFACT 16



FIREFLY ORDERS

After exiting the museum and crossing the plank, the group descends a couple sets of steps and discovers a Firefly member's body. Next to it is a note.



FIREFLY PENDANT 6



After exiting the museum, cutting through the alley, and entering the flooded street. Climb into the gazebo in front of the State House. Resting in the flooded waters inside is a Firefly Pendant.

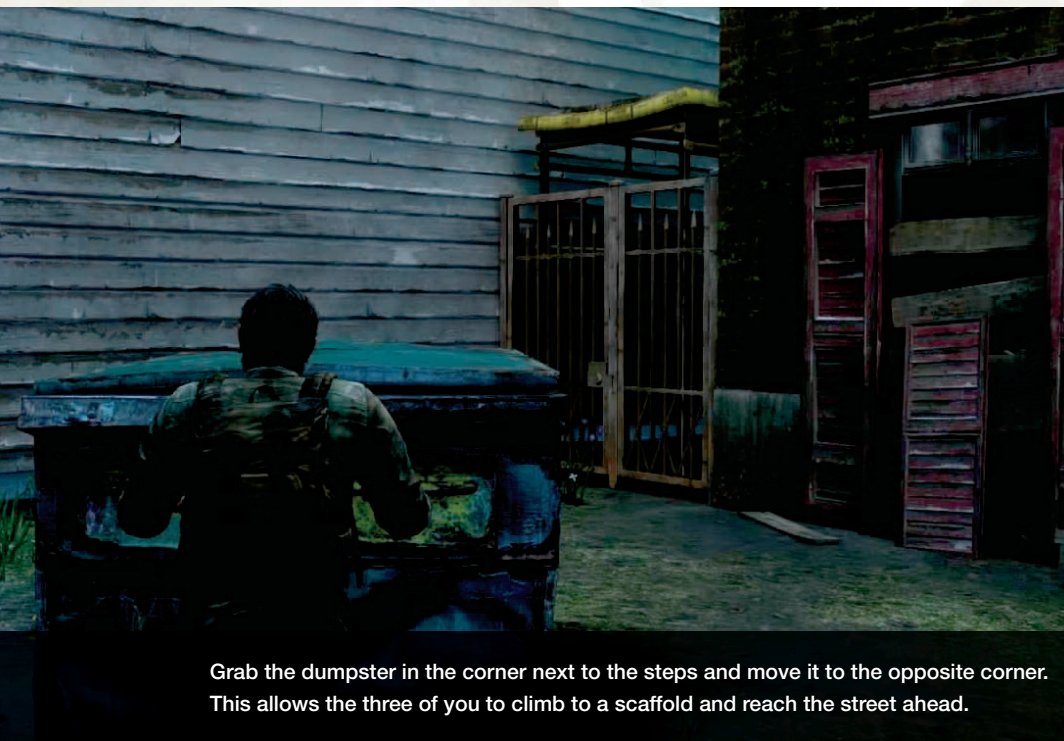


After a lengthy discussion between Tess and Joel, Joel decides to continue the crusade and get Ellie to Tommy's place. He feels that he can get some help escorting her to the final destination there.



Grab the crafting supplies off the table in the back of the room and then climb the stairs on the other side. Follow the path around to the left to end up in the rotunda, above where you started. Move around the balcony to the right and enter a meeting room. Soldiers are hot on your trail, so quickly search the back of the room and behind the podium on the right for crafting supplies. Supplements can also be found on top of the podium. Exit through the hole in the wall.

It is too far to drop outside, so jump into the adjacent room. Grab the Hunting Rifle that rests against the left wall before proceeding into the hall. Duck behind the covered table as four soldiers search for you.



Grab the dumpster in the corner next to the steps and move it to the opposite corner. This allows the three of you to climb to a scaffold and reach the street ahead.

Run to the left into a flooded section of the road to find the Massachusetts State House entrance. Run up the steps, start a conversation with Tess, and enter through the front door to find the remaining Fireflies dead in the rotunda. This isn't the only bad news either.



HUNTING RIFLE

The Hunting Rifle is the first two-handed weapon you have access to. It is selected by pressing the Left directional button. This gives you a more accurate long-range weapon. It comes loaded with six rounds, so make each shot count.

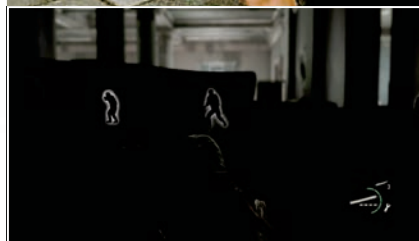


Use your newly acquired rifle to dispatch the guards as they approach your position. Or, you can stealthily move into the left rooms and eliminate each one with more

finesse. Enter the second door on the left, continue into the office on the right, and grab the supplements off the desk. Return to the hallway and continue through the door where the soldiers appeared.



Descend the staircase, taking the 2x4 along the way if you are in need of a melee weapon. Drop to the lower floor and enter the next room. Grab some crafting supplies off the table to the right. Then, take cover on the display case's left side.



Three armored guards and three regular guards enter from the floor's opposite side. Three stay back while the other three split up and move your way. An armored soldier heads up the middle hall, so your best bet is to move to one of the side rooms. A health item sits inside the room on the right if your health is less than perfect. Fight or sneak through to the exit where the soldiers entered.

ENCOUNTER WITH SOLDIERS

When the six soldiers search for your position at the back of the state house, quietly move down the right side. Use listen mode to see where they are and stay behind cover to avoid detection. Try to avoid grabbing a soldier, but if you must, try to get one alone and perform a stealth takedown.





BACK TO THE SUBWAY

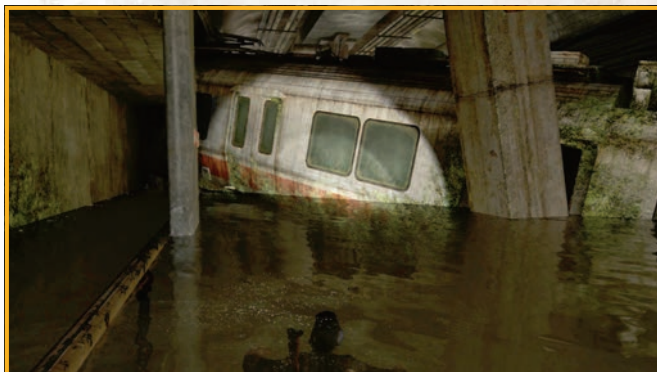
Cross the flooded street to a subway entrance and quickly drop inside. Duck around the corner to avoid turret gunfire and hop the turnstiles. Grab the crafting supplies from the right corner.



Head down the hall, around the corner, and onto the subway platform infected with spores. Two soldiers wearing gas masks enter the area, looking for you. Follow the left one into the car and eliminate him with a stealth kill. Quietly go back for the second guard and proceed to a dead end where more train cars block your way. Some supplements are sitting behind the pillar.



Return to the previous car and cut through a couple more until you can exit out the left side. Ellie is unable to swim, so you must find a way to get her across the deep water. Walk along the narrow pathway until you can't go any further and climb over the rail to start swimming.



SWIMMING

When Joel enters deep water, he starts to swim. At this point, press the Circle button to dive underwater. To resurface, press the X button.

When you dive, a thin half circle line appears to your health meter's right. This represents your breath. If it completely runs out, Joel starts losing health. Be sure to surface when this starts to blink red to avoid taking damage.

Dive down and swim under the train on the left. Surface and climb over a sunken car. Ellie manages to squeeze through along the narrow walkway, so meet up with her at the platform that is just ahead on the left. Enter the narrow passage and dive under the rubble. Once on the other side, surface to find some supplements sitting on top of a storage room with parts inside.



FIREFLY PENDANT 7



Before getting Ellie across the deep water, swim into the narrow passage. Dive underwater and enter the small storage room to find a Firefly Pendant.



Return to Ellie, jump into the water on the right, and look on the other side of the pillars for a floating pallet. Press the Triangle button to grab the pallet and bring it to Ellie. Wait for her to jump on and pull it over to the platform on the other side of the tracks.

Ellie pushes a ladder into the water, so you can get out. Follow the path ahead to the left and go through the maintenance entrance. Ascend the stairs and hop over the rocks to exit the subway.



ARTIFACT 17



SMUGGLER NOTE

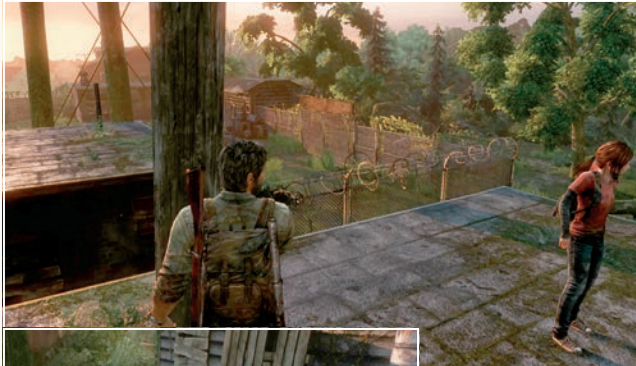
Before helping Ellie across the water, pick up the note that rests on the walkway just outside of the narrow passage.





Place the plank against the wall of the building and climb to the roof. Sitting nearby is a modified pipe, which is a very deadly and durable melee weapon. Now, with a blade and binding, all melee weapons can be modified into deadlier tools of destruction.

Grab the plank and pull it onto the roof. Move to the right side and lay the plank down, so it bridges the gap between the shack and the building inside the fence. Use the plank to cross over and hop off the roof.



Before moving down the hill and through the busted fence, search the pile of debris next to the water tower to find some crafting supplies. Two Infected Clickers inhabit this area—one inside the wooden shed and another down a level to the right. These foes should be ignored. Taking the risk of killing them only rewards the crafting supplies in the shed.



Go up the steps that lead to the left side of the building ahead. Enter the door to search the hallway and the left office to find ammo, crafting supplies, supplements, and parts. Exit the building and check the door across the alley. It requires a Shiv to open. Use one to break in to find crafting supplies, parts, supplements, and ammo. Exit the room and approach the gate that leads to the street.



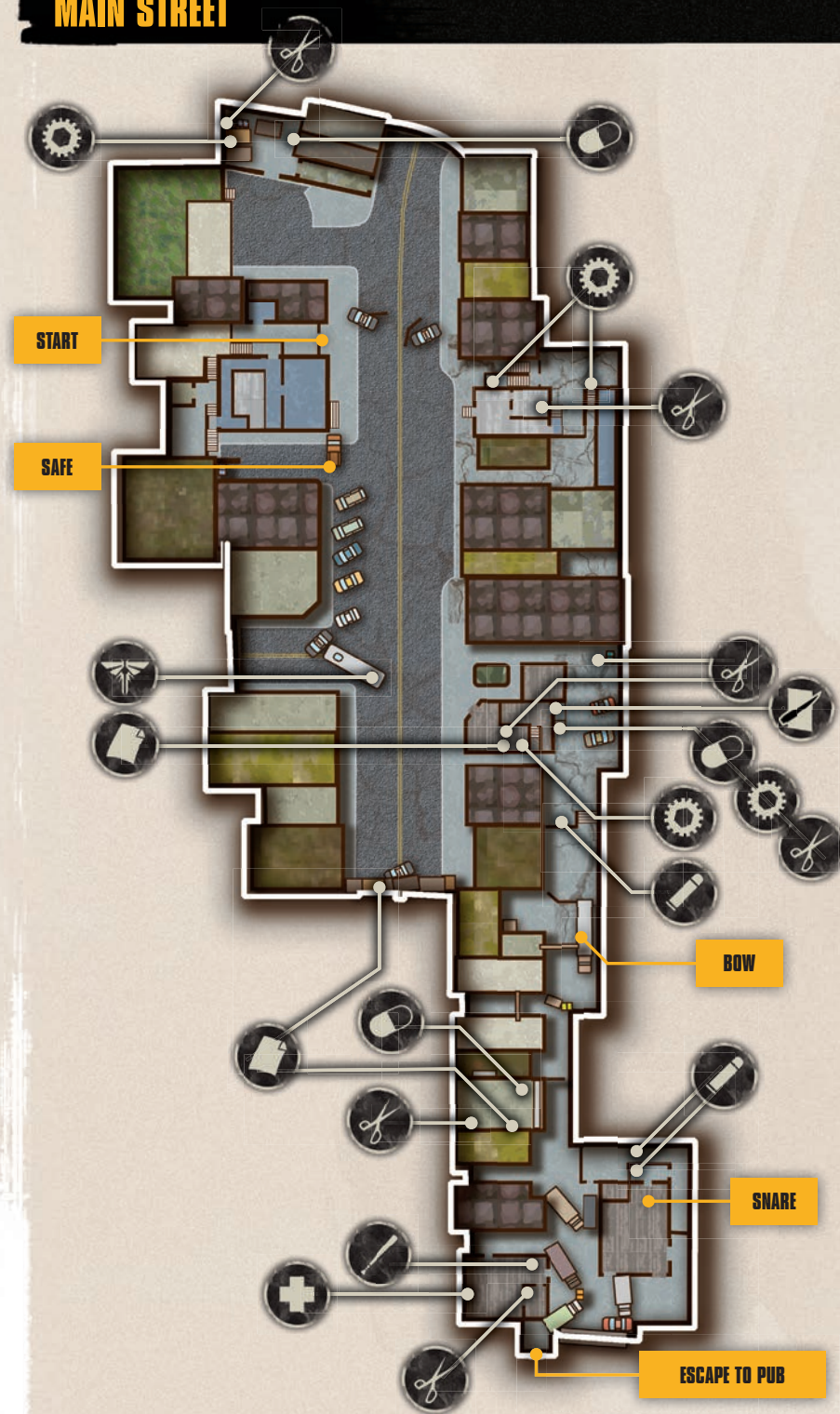
ARTIFACT 18

PILLS NOTE

Before giving Ellie a boost over the gate that accesses Main Street, enter the building on the right. Inside the second floor front office grab the note that sits on the floor.



MAIN STREET



The gate is jammed, but Ellie has an idea to get it open. Interact with the top of the gate to give Ellie a boost. Once she lets you in, grab the pipe (if needed) and continue left. Search the florist's backyard in the far left corner to find a plant that nets you supplements, parts, and crafting supplies.



Cross the street past the police car and enter the alley. Find parts up the steps to the second-floor landing and on the ground, next to the overturned dumpster in the back. Enter Anthony's Pizza & Subs and search the back room for crafting supplies. You can also have a conversation with Ellie about the arcade machine if you stop to listen when she says, "Look at that." Exit through the front door to return to the street.

Turn left, move to the intersection, and enter Marquis Music Store on the left corner. Search behind the counter to find crafting supplies. The storage room in back grants even more supplies along with parts in the attached bathroom.



FIREFLY PENDANT 8



At the intersection, an RV sits next to a police car. Use the car to get on top of the camper and move to the rear to find a Firefly Pendant.



ARTIFACT 19 NOTE TO BOB



Move beyond the intersection to the barricade at the street's end and find a paper attached to the barbed wire. It gives you the combination to a safe that can be found earlier on the street. Return to the truck parked across the street from the pizza shop. Open the safe next to it to find ammo, parts, and supplements.

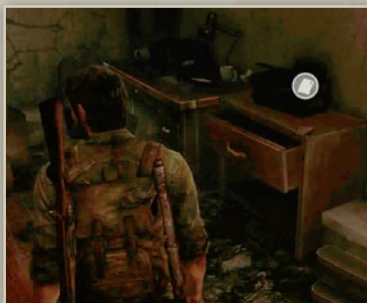


ARTIFACT 20



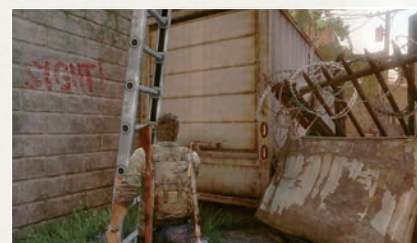
PERIMETER NOTE

Inside the Marquis Music Store at the Main Street intersection, enter the back room. Sitting next to a printer is a note.



BILL'S TRAPS

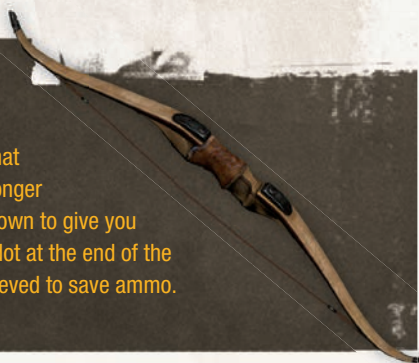
Return to the street and cut down the alley on either side. An explosive trap takes out a Clicker that enters the alley at the other end. This is one kind of trap that Bill has used to protect his town. Search near the dumpster behind the music store to find more crafting supplies. Use Shiv on Shiv Door behind music store to find more supplies, supplements, and parts.



Turn right and continue through the back alley. Find two arrows sticking out of a corpse. A Bow must not be too far away. Further ahead, a ladder lies on the ground. Pick it up and place it against the truck. Climb the ladder and search behind the chair to find an arrow along with the Bow.

BOW

The Bow gives you another ranged weapon that is powerful, but it becomes less effective at longer distances. When aiming the Bow, an arc is shown to give you an idea of the arrow's trajectory. Line up the dot at the end of the arc with your target. Used arrows can be retrieved to save ammo.



ARTIFACT 21



NOTE TO RACHEL

While inside the apartment, search the table against the right wall to find a letter.



Cross the plank to the right, turn around, and once Ellie is off, pick up the plank. Lean the board against the wall next to the ladder and climb to the roof. Grab the plank and take it to the other side of the roof. Now, place it down so that it gives you a bridge to reach the next building. Before proceeding, look down on the next roof to find an unaware Clicker. Put an arrow in its head, descend the ladder, and use the vent to reach another roof.

Return to the alley and head right. At the fence gate, Bill has set up two tripwires. From a safe distance, hit one of the bombs with a bottle or brick to detonate both. Continue through the alley until you reach another tripwire. Destroy it just as before and continue around the corner, where an open door allows easy access to a warehouse.



Continue across the roofs until you reach a ladder. Drop into the alley, where another of Bill's traps blocks your exit. Duck under the tripwire and

head left down the alley. Despite Ellie's objections, enter the door and ascend the stairs. Grab crafting supplies out of the corner bedroom and as you enter the living room, a Runner charges. Take him down with some melee attacks. Then, search the bathroom to find pills.





Enter and search the far drawer for some ammo. Open the next door and step inside. A snare trap hangs Joel by the foot. While Ellie attempts to cut you down, Runners stream in from the garage's other side. Dispatch them with your handgun before they get too close. If one manages to grab Joel, rapidly press the Square button to knock it back.

After taking down five Runners, a Clicker heads your way. Once this foe is eliminated, Ellie drops to the ground and the infected start after her. As they chase her, they are much tougher to hit. Kill a couple more Runners and a Clicker and Joel falls to the floor.



At this point, Joel is grabbed by one of the enemies. Rapidly tap on the Square button to keep this foe at bay until Bill arrives to save the day. Immediately sprint behind Bill as he exits out the other side.



BILL

Bill is the sole occupant of Lincoln. He's made the town his own by setting up many clever defensive measures to keep the infected out of his territory. Having little to no contact with humanity since the trouble started, he's become very protective of everything he owns. Despite this, he is willing to help Joel when the time comes.



You come to a dead end with more enemies pouring in. Do not bother trying to fight them. Instead, turn around and run past the truck to the left. Follow the alley to a door, which Bill manages to bust open. Enter the Laundromat and follow Bill until a Clicker and two Runners appear at the next doorway. Take down the Clicker with some gunfire and unload melee attacks on the Runners. Crafting supplies can be found in the office.



Follow Bill out of the building and through a truck to the right. Next, you enter a bar, where Bill locks the door behind him and his paranoia shows through. Eventually, everyone gets acquainted and a plan is made to acquire the parts needed to get a vehicle running.

SAFEHOUSE



Pick up the pipe that Ellie ripped off the wall and enter the office in the back of the establishment. Here you find crafting supplies, parts, and ammo. Search the bar area for more supplies. Approach the chessboard that sits

at one of the booths and talk to Ellie about it. Follow Bill out another door and up the stairs. Turn right and search the apartment for supplements and crafting supplies.

ARTIFACT 22

BILL'S MAP

Bill references a map when discussing plans to reach a military truck. Grab this map to add it as an Artifact in your collectibles.



ARTIFACT 23

FENCES NOTE

After grabbing Bill's Map, enter the small office in the corner of the pub. Sitting on the table inside is another note.



TRAINING MANUAL 5



SHIVS UPGRADE

As you exit the bar, look down at the far end of the bar to find a Sharpening Training Manual. This one teaches you about sharpening, which makes your blades more durable—Shivs last for an extra hit.



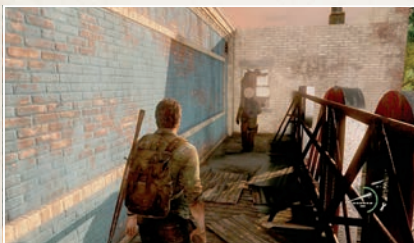
It doesn't take long until the infected at the other end of the street notice you. Bill's bomb is set off as three Runners and two Clickers charge your way. Take out the Clickers with gunfire as they approach. Then try to isolate the Runners so you can beat them down with your pipe.

ARTIFACT 24



HUNTERS NOTE

After following Bill out of the bar and going upstairs, spin around and enter the room ahead. A note sits on the table inside.



Continue behind Bill as he enters the corner room and exits through the window ahead. As he continues on about his plans, follow him into another building. Search behind the desk for parts. Exit to the hall and continue through a break room.



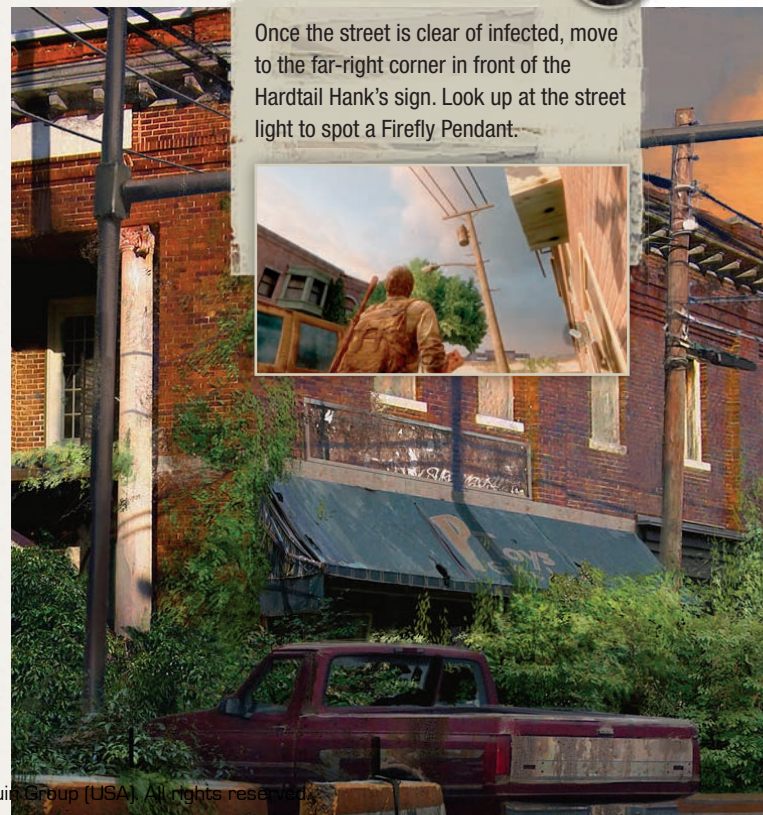
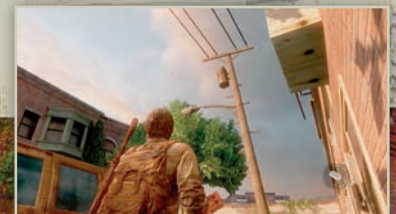
the staircase and enters a restaurant. Here he takes a little time to finish off one of his trap victims. Exit through the front door and follow him into the street. Pick up the crafting supplies on the ground next to the first car on the left.

Keep up with Bill as he descends

FIREFLY PENDANT 9



Once the street is clear of infected, move to the far-right corner in front of the Hardtail Hank's sign. Look up at the street light to spot a Firefly Pendant.



In the meantime, Bill opens a gate on the other side of the street. Join him there and search the nearby storage room for crafting supplies. Climb the steps all the way to the church and search the grass to the left for parts. Step to the cellar entrance and pull the shutters open. After a lengthy discussion about what Bill thinks about your current job, he hands you a Shotgun.



SHOTGUN

The Shotgun is an extremely powerful weapon in short-range combat with the ability to damage multiple targets with one round. Save this gun for tougher fights with groups of infected or tougher enemies down the road.



GRAVEYARD

If you need a 2x4, one can be found in the back room next to the stairs. Otherwise, join Bill in the middle of the basement, where he hands you a Nail Bomb. Search the side room on the left to find **Level 1 Tools** and parts. Then search the cellar's far end for more crafting supplies. A workbench sits next to the wall in case you want to upgrade any weapons with your new tools.

NAIL BOMB

Now that Bill has demonstrated how to make a Nail Bomb, you can craft your own with a blade and explosive. These work like a trip mine. You can either throw it to the desired location or place it in front of you. When an enemy gets close enough, the bomb explodes. Be sure to seek cover or get far enough away before this happens, since the bomb will also damage you.



TOOLS

Different tools found around the environment allow you to make certain upgrades to your weapons. When you use an upgrade table, a tool icon with a number indicates the level tool that the upgrade requires. There are five levels of tools to find.



When you're ready, follow Bill upstairs and search his bedroom on the right to find supplements on a side table. Exit out the stained glass window at the end of the chapel. Once on the ground, head right and descend the steps into the graveyard. Two Clickers occupy the first area. Kill them on your way to the stairs in the far corner.



ARTIFACT 25

BOMBS NOTE

After following Bill into the church upstairs, enter Bill's bedroom on the right. Sitting on the table is another note.



DO IT QUIETLY

The first two Clickers can be taken down quietly by grabbing each one from behind. Use Shivs to perform stealth kills. This way, the next group of Clickers is not alerted to your presence.



Three more Clickers are found in the second area. Use your new weapons, the Shotgun and Nail Bomb, to eliminate them with a little more fanfare. The final two Clickers, who hang out around the fountain in the third area, can be eliminated by tossing a distraction between them and setting them on fire with a Molotov Cocktail. Before moving on, search the near-left corner for a plant, which scores you a few supplements.



RESIDENTIAL

Once Bill has the exit gate open, follow him to the alley. Two Runners stand with their backs turned to your right. Take out the closest one with a stealth attack and immediately grab the second. Finish him off by strangling him.



Back up a little and look to the left. A third Runner waits for you just ahead. Stealthily eliminate him, hop over the downed pole, and cut through the hole in the fence. A Clicker roams this backyard. If you have a Shiv, wait for it to move the other way and perform a stealth takedown. Otherwise, just blow it away.



Two Runners immediately attack from the hill. Bill fills them with shotgun shells, so melee attacks

should finish them with ease. Grab the parts inside the house and continue all the way down to the garage to find crafting supplies on one of the shelves.

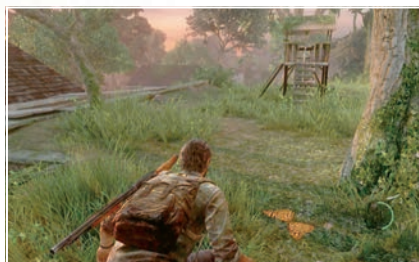
FIREFLY PENDANT 10



After entering the far-right house, through a door on the right side, search the laundry room on your left and find a Firefly Pendant sitting on the dryer.



Exit back outside, turn right, and enter the next yard. Use the planks on the left to get onto the detached garage. Here you can observe the



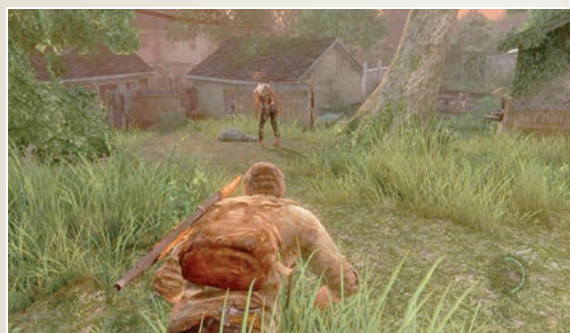
Clicker and two Runners who occupy the yard. Be careful, they will also cross the planks once they notice you.

It's possible to completely avoid this fight and, since there is nothing of real value in these two yards, it makes sense. Stay close to the back fence as you sneak through the yard and immediately exit to the alley when possible.



ELIMINATING THE INFECTED

If you want to eliminate the infected in the backyards, try getting behind the Runners and performing stealth takedowns. Dispatch the Clicker with a Shiv or Shotgun.



Once in the alley, go right and enter the far garage to find parts, a Bow, and arrows. Return to the alley and enter the open garage on the other side. Check the door to discover it's locked. Again, Ellie wants to help. Pull the boards off of the pet door so she can crawl through.





After Ellie opens the door, you notice two Clickers on the patio. There are two more in the house—one in the living room and the other in the far bedroom. Once you fire at the Clickers on the patio, the others will exit the house.

You have a few options here: take them out with Shivs, since they all have their backs turned; waste ammo by blowing them away; or sneak past them, which saves Shivs and ammo. Quietly move to the right

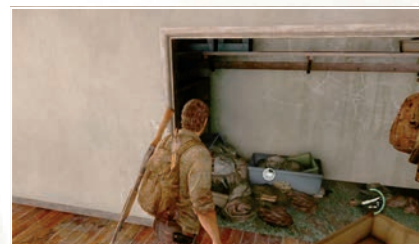


and stick close to the house as you enter through the sliding-glass door. Continue to sneak along the left wall through the living room and to the far side.

There are crafting supplies inside the bedroom, but you need to use a Shiv on the Clicker to get them. Parts can also be found on a table to the exit's left. Follow Bill onto a trailer outside and cross over to a tree house. Drop into another backyard, which appears to be clear of enemies. Immediately turn left and search the corner to find another plant.



Enter through the back of the house and grab the ammo from the console table in the living room. Next, go upstairs and search the hall closet for more supplies and parts, along with supplements on a dresser in the back bedroom. Move into the kid's room and talk to Ellie when the prompted conversation icon appears so she can get something off her chest. Return downstairs and join Bill in the garage, where you find arrows sitting on the shelves. Once you are finished exploring, help Bill open the garage door by pressing the Triangle button.



ARTIFACT 26



BOY'S DIARY

In this house, search the kid's room on the second floor. Sitting on the window bench is an Artifact, a diary from the kid who lived there.




THE TRUCK IS JUST AHEAD



ADVANTAGE OF ELEVATION

Another way to fight this big group of Infected Runners is to battle them from a higher vantage point. Find the Group 4 bus to Boston, which is situated straight ahead of your starting location. Use the blue car next to it and climb on top. From there, you can fire down at the Runners or let Bill take care of them. When an enemy tries to climb onto the bus, counter with melee attacks to knock it off.



Once the parking lot is safe again, work your way to the far right, where there is an opening between the school buses. At this point, more Runners attack the group. Retreat to the bus or take them head on. This is a good spot to use one of your Nail Bombs as a few runners filter through the narrow passage.



Once the area is clear of enemies, run through the opening to the right. Turn left and approach the back of the Group 2 school bus. Give Ellie a boost so she can grab a ladder from the top of the bus. Join Bill and her on the bus and follow them off the other side.



More Runners show up outside the fence, but it won't hold them forever. Quickly run around the school to the backside and hop onto the low equipment next to the dumpster. Interact with the window to slide it open. Follow Bill and Ellie inside.



HIGH SCHOOL ESCAPE

Bill checks under the truck hood while the others try to hold off the infected stampede. Unfortunately, the truck has been cleaned out, so the group exits the garage into the school. While making your way through the building, you face three groups of enemies made up of Infected Runners and Clickers.

You run into the first group where the two hallways intersect. There are several ways to handle them, one of which is to draw them in with a distraction and then hit them with an explosive—either a Molotov Cocktail or Nail Bomb. Once they are destroyed, search the landing at the top of the nearby steps to find crafting supplies. Turn around and enter the lab across the hallway, where the second group of enemies spills into the room from the far side.





Eliminate them before exiting through the open door into another hall. At the far end, you find the final group—three Infected Runners. Deal with them, and then run to the nearby double doors. Attempt to open the doors, but they are blocked on the other side. When Bill joins you, rapidly tap on the Square button to bust through to the gymnasium.



A Bloater emerges from a storage room on the court's far side. These monsters are tough to take down, so get your best weapon ready. Two Infected Runners also join in from the left. Concentrate on the big enemy, because it will kill you instantly if it gets too close.

BLOATERS

Bloaters are big, slow enemies who have been infected for a long time. At long range, it tosses spore bombs.

At close range, it quickly rips your face apart—so be careful. Getting in close is usually a bad idea with these creatures; they are quick at that range. However, there is a Tag for killing a Bloater at close range.

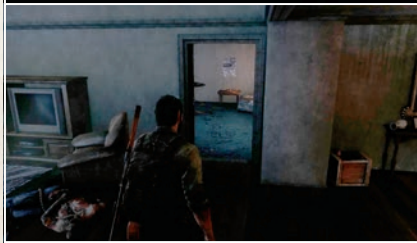
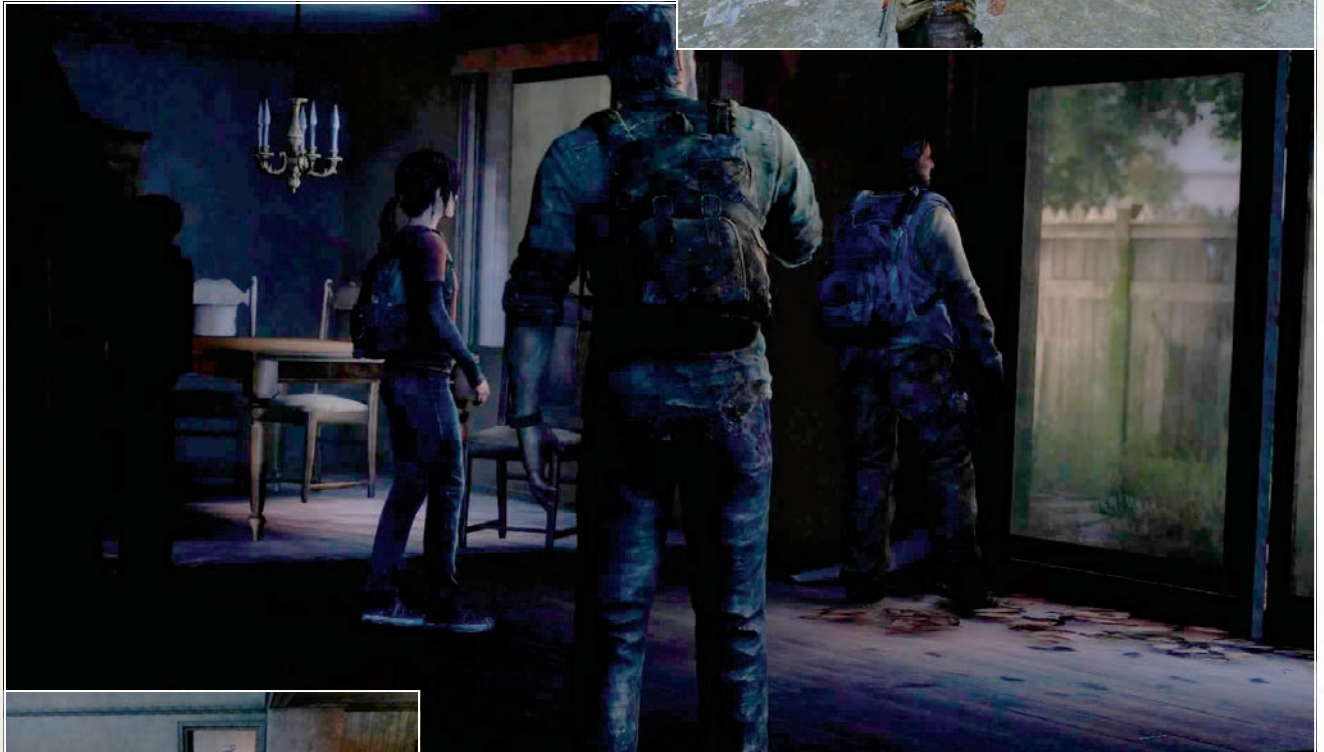


Run over to the bleachers and give Bill a boost. Once Bill and Ellie get on top of the stands, three more Runners charge from behind. Take them down, then jump up to Bill's outreached hand.



Turn right and follow Bill and Ellie through the hole in the window. Drop into the alley as an Infected Runner heads your way from the right. Immediately sprint in his direction and cut through the hole in the fence next to the truck.

Cross the flooded ditch to a nearby ladder. Fight off another Runner while your partners climb over the fence. Follow them over as the group piles into a house where they make a grim discovery. On the other hand, they find the battery inside a pickup truck parked in the garage.



Before moving the truck out of the garage, enter the house again and search the kitchen counter for supplements. Then, search the far room to find crafting supplies and parts. Once you are done exploring, return to the garage and talk to both Bill and Ellie.

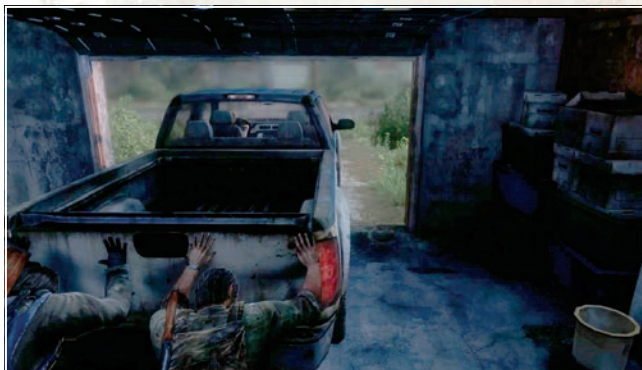
ARTIFACT 27 AND 28

NOTE FROM FRANK

In the room located on the garage's other side (where you found all of the supplies), a note from Frank sits on a table. When you return to the garage, you can decide whether you want to hand the letter to Bill or not. If you do hand it over, pick it back up off the floor once he is done with it, since this counts as another Artifact.



Move to the back of the truck and interact with it. Once Bill has the door open, the vehicle is pushed down the driveway and out to the street. Return to the back of the pickup and resume pushing as a couple Runners and a Clicker attack from the left. Take them out as they approach. Do not stray too far from Ellie. If you do, another Runner attacks her and then you have to return to the truck and save her.



Ammo can be found on the porch of the yellow house to the right and a melee weapon rests on a parked car to the left. Once you are done gathering these items, return to the back of the truck.

Again, push the truck as Ellie steers it down the road. Soon, three Runners and a Clicker approach from the right. Take care of them, push the truck again, and more enemies charge from the left. Eliminate that group of infected and return to the back of the truck.

Continue to push the truck and it rolls down the hill as Ellie gets it started. Sprint to the vehicle and jump in the back. Ellie drives the group away from danger and comes to a stop at the edge of Lincoln. Joel and Bill say their goodbyes, and the visitors get out of Bill's Town.



ARTIFACT 29

SIPHON HOSE






As they say their goodbyes, Bill hands Joel a siphon hose to use in case they run low on gas. This is automatically added to your collectibles.








CHAPTER 5

PITTSBURGH

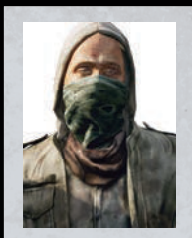
COLLECTIBLES

	Comics	4
	Artifacts	16
	Training Manuals	4
	Firefly Pendants	4
	Ellie's Jokes	4

SUPPLIES

	Parts	475
	Tools	Level 2
	Supplements	120
	Shiv Doors	2
	Safes	1

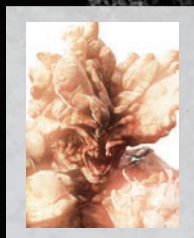
ENEMIES



Hunters

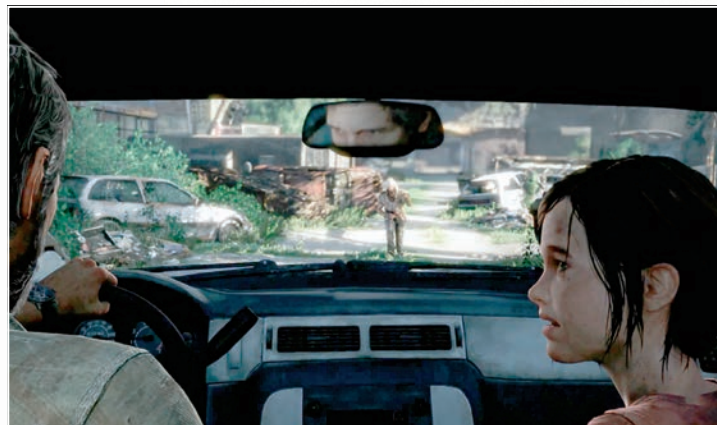


Infected Stalkers



Infected Bloater

After a long drive, Joel comes to an impasse on a Pittsburgh interstate and must exit via the off ramp. As Joel and Ellie cruise through town, an injured man blocks the street. Joel isn't in the mood and he guns it. Down the road, their truck is T-boned by an out of control bus and they come to a stop in an unfamiliar city.



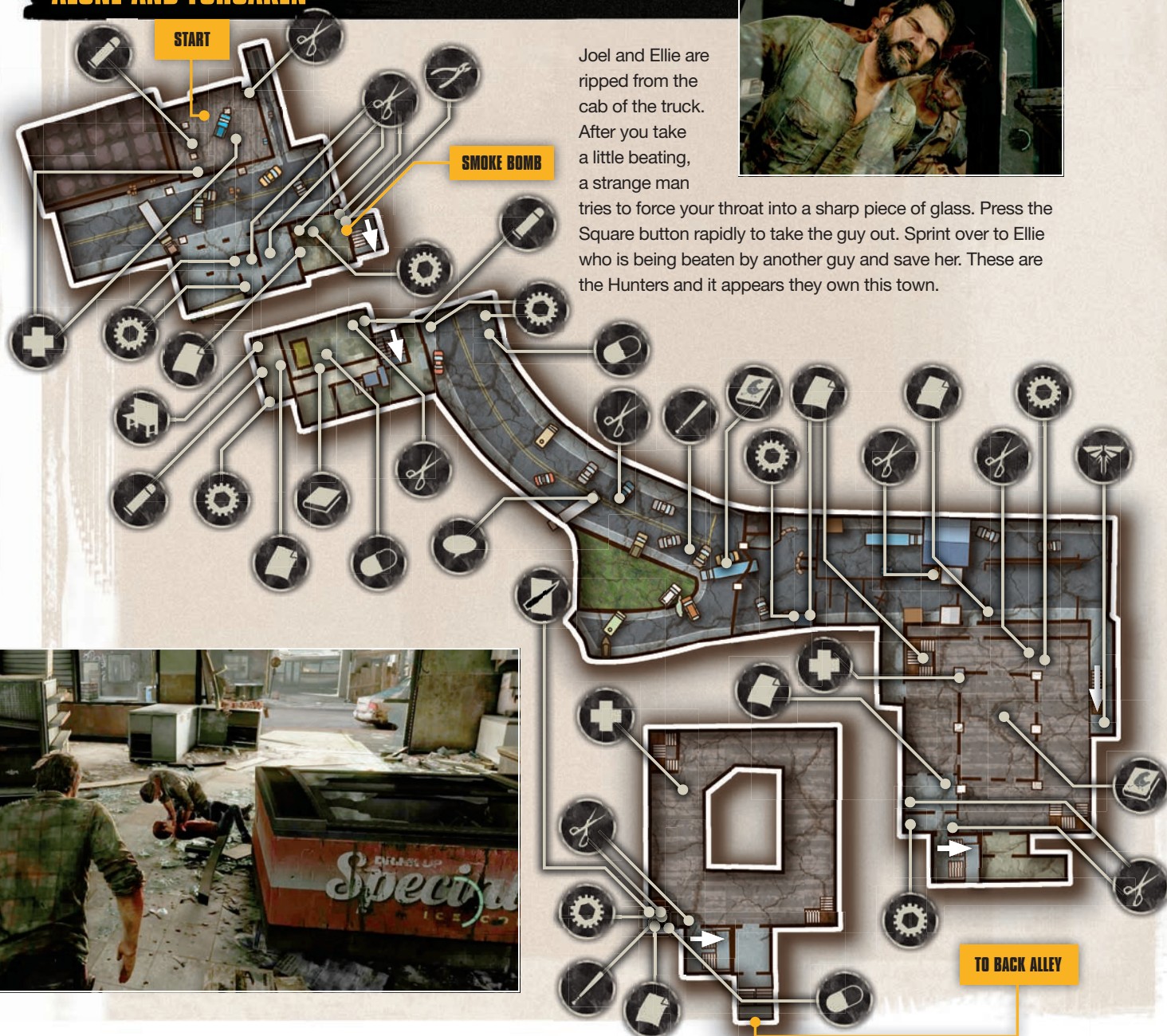
COMIC 1

As Joel drives away from Bill's Town, Ellie shows off what she took from Bill's stash. This includes the first Comic. More comics can be found as you play through the game. Go to the Select menu and press R2 or L2 to access your Collection. Here you can view the comic covers that you've found.





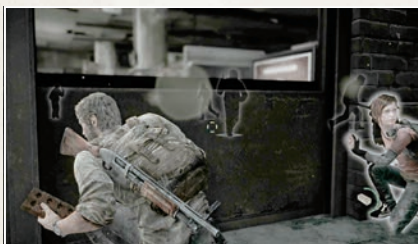
ALONE AND FORSAKEN





Four more foes wait on the street: one melee fighter, two with handguns, and a guy with a gas mask and a Molotov Cocktail. After a short while, three more join: another melee fighter and two more with guns.

The best way to eliminate this threat is to use a stealth takedown on each enemy. Use listen mode to see where they are and work your way behind each one. If you prefer the more direct method, pull out the Shotgun and any explosives and start mowing them down. Be careful to not get overwhelmed. Once you've cleared the area of enemies, take some time to collect supplies. Return to the starting point and search behind the counter to find ammo. Next, run to the store's other side to find crafting supplies on the ground near the ATM and outside in the alley.



THE HUNTERS WELCOMING PARTY

It's possible to defeat this group of foes without firing a shot. Circle around to the left, sticking to the far outside as you move in and out of the buildings. When you find a lone Hunter, kill him with a stealth takedown. If you are found, slip out of sight by sprinting away from the crowd and ducking behind cover. Listen mode is vital so that you can see where to go and where not to go.



Move down the alley and cross the street to join Ellie at the overhead door. Enter the offices on the right to find crafting supplies and parts inside the desk drawers and locker. Back at the big door, rapidly tap the Triangle button to open the door. Once inside, talk to Ellie about what's inside and take the crafting supplies and parts from a locker to the right. Search the left shelves for **Level 2 Tools**, more supplies and a Smoke Bomb. Move through the nearby door to enter the stairwell and go up a couple flights.



SMOKE BOMB

With the discovery of this Smoke Bomb, you can now craft new ones by combining sugar and explosives. Tossing a Smoke Bomb creates a smokescreen that hides you from your enemies, plus it stuns nearby foes. Use them to escape from enemies or to surprise foes who are in the cloud.



ARTIFACT 30

TOURISTS MANIFEST

After your initial fight with the Hunters, enter the garage in the corner. Sitting on an overturned cart on the right is the Tourists Manifest.



Enter the hallway and go through the door on the right. An open suitcase in the middle of the floor holds some supplements. Go through the door at the hall's end to find parts and arrows. A workbench is located against the wall.



ARTIFACT 31

AMBUSH MAP

Inside the room where you find the workbench, a map hangs on the right wall. Grab it to see how the Hunters have set up an ambush for Pittsburgh tourists.



Exit the building through the remaining hallway door and head up the steps. Here you spot the bridge that gets you out of town. Hop over the rail and drop to the ground.



TRAINING MANUAL 2

HEALTH KIT UPGRADE

Enter the garage and climb to the second floor, where you find the Hunter's camp. Sitting on the left shelves is the Splinting Training Manual. This improves your first aid measures in the field. Health Kits heal for 33% more health.



COMIC 2

Move up the street and enter the bus that blocks much of the road. A Comic is on the floor at the back of the bus.



Grab the supplements and parts on the sides of the street. Run up the road and search on the bus's other side for crafting supplies near an open suitcase. Talk to Ellie about the bodies as you move further up the road, cut between the SUV and van, and a gunshot rings out. Creep over to the left and take cover behind the three newspaper machines.



ANOTHER CHECKPOINT

Let the three Hunters have their conversation about hunting for food and then they head out. Climb onto the bus via a small car parked next to it. Drop into the quarantine checkpoint and search next to the booth on the right to find parts.



ELLIE'S JOKES 1

Once the three hunters have vacated the area, approach the bus that blocks the exit. Wait for Ellie to say something about climbing over the bus and then wait about 20 seconds. At this time she pulls out a joke book and proceeds to tell some jokes to lighten the mood.

ARTIFACT 32

LOST HILL NOTE

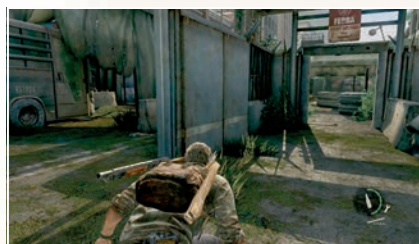
At the Pittsburgh Quarantine Zone, after you have climbed over the bus, enter the booth in the corner. Lying on the ground is a note.



Exit the booth and wait for Ellie to read the message on the wall. Then, talk to her about it before entering the processing line. Wind your way through the path and push through the turnstile. Hunters can be heard just ahead.



Three Hunters are huddled in the military tent ahead, and four more litter the bookstore to the right. More enemies also patrol the second floor. Move through the opening on the left to find crafting supplies on the ground. The three nearby foes split up, so take cover behind the wall.



Once one of them turns around in front of the bus, sneak behind him and eliminate him with a stealth takedown. Continue past the opening on the right and pause at the nearby car as a second Hunter patrols the other side. When he pauses and faces the outside of the tent, take him down.



At the next opening, turn right and quietly take down the third Hunter who patrols inside the tent. Now, make your way to the alley across the street. Three Hunters are just inside the bookstore, so quietly move up the nearby steps to reach the second floor. Once inside, immediately turn right and take cover behind the nearby bookcase.

ARTIFACT 33

TRAITORS FLYER

After defeating the three Hunters outside of the bookstore, look inside the tent on the far wall. The flyer is hanging there.



FIREFLY PENDANT 11

After sneaking past the outside Hunters, enter the left alley. Move to the other end and search behind the overturned furniture to find a Firefly Pendant on the ground.



BOOKSTORE

There are four guards up here, but they are spaced far enough apart that they can be removed with stealth takedowns one by one. Remain in stealth as you clear this floor and use listen mode if an enemy moves out of sight.



You want to take out the closest Hunter behind the shelves, since the one to the left may catch you if you do it in the open. Slowly work your way around the right side as he circles around back. Approach from behind and take him down.

Return to the entrance and take cover behind the overturned bookcase. Wait for the second Hunter to pause at the nearby corner and then walk away. Immediately get behind him and perform a stealth takedown.

Now move around the outside of the floor to find the third guy. Watch his movements, staying behind the bookshelves to avoid detection. He pauses at the bookshelf near the staircase. Move behind him and strangle him to death.



Move up the right side until you reach a locked door in the opposite corner. Use a Shiv to get inside and reap the rewards. You find parts, crafting supplies, ammo, supplements, and a pipe. Exit the room and quietly move along the back wall. Approach the Hunter who blocks the main exit and silently take him down from the side.

ARTIFACT 34



LOST AREAS MAP

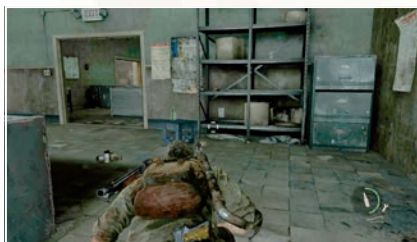
Use a Shiv to open the locked door in the corner of the bookstore's second floor. Inside you find a map hanging on the wall.



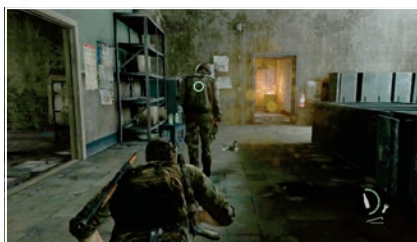
EXTRA SUPPLIES

The exit is very close, but if you want to collect all of the Artifacts and get more supplies you need to search the lower floor. The following paragraphs detail how to find it all. Plus, the dropped ammo is a bonus.

Search behind the counter to find some crafting supplies and parts, then exit through the nearby door. Remain crouched as you descend the stairs into the back room. More supplies are on the shelves to the right along with parts inside a locker to the left. Be quick; guards patrol the area just outside.



Watch the movement of the Hunters. When one enters the room, use the overturned shelving unit to stay undetected as you get behind the foe and eliminate him. Hop through the window on the room's other side to enter an office. Collect the crafting supplies inside the nearby locker.



ARTIFACT 35



ABANDON ZONE NOTE

On the bookstore's first floor, hop through the storage room window to enter an office. A document is on the top of a desk in the corner. The note outlines checks that must take place when civilians seek refugee status.



A few more enemies patrol the first floor all around the outside. Move up the left wall and take out the first Hunter. Then make a counter-clockwise circle as you sneak around the back of the store—taking out the enemies along the way.

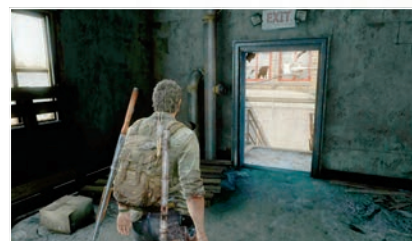
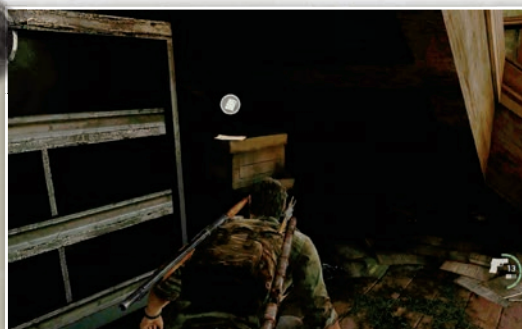


ARTIFACT 36



APPLICANT CHECKLIST

Exit the corner office on the lower level of the bookstore and move up the left side until you reach the staircase. Resting on top of the crates is the checklist.



Move to the front counter and search inside for crafting supplies and parts. Eliminate any remaining foes as you return to the exit at the back of the second floor. Continue out the exit to reach the back alley.

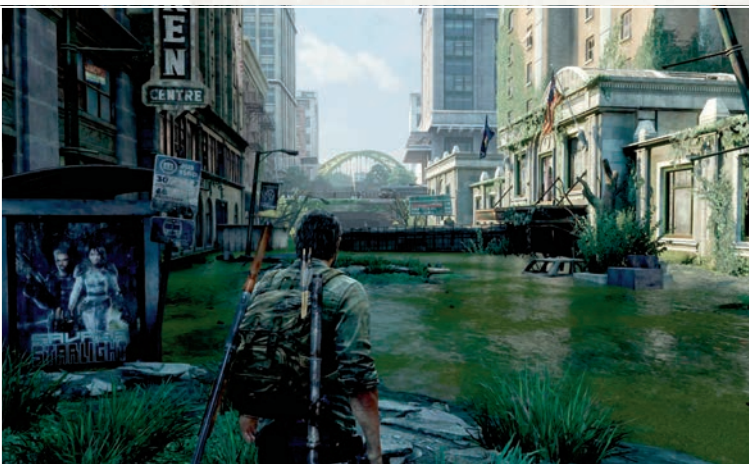
ELLIE'S JOKES 2

Once you have defeated everyone in the bookstore, remain in the shop. Wait about two minutes and Ellie will once again lighten the mood with some humor from her books.



Follow the alley to the right, move up the fire escape, and then drop to the van and back onto the street. Search near the dumpster next to this vehicle to find supplements. Continue through the alley and hop the barrier to get back on the street, where you spot a couple Hunters entering the hotel.

When you regain control of Joel, turn around and search behind the far planter to find parts on the ground. Talk to Ellie about the advertisement on the nearby wall and move into the flooded street toward the hotel.



ELLIE'S JOKES 3

Before you head into the flooded street, move toward the dead end. Approach the advertisement on the right wall with the skinny model and talk to Ellie about it. After the conversation, she studies the writing along the wall as she makes a loop that ends back at the ad poster. Soon after she stops, she again pulls out her joke book.



Look to the bus stop's left, where the front entrance to an apartment building is marked with a red X. If you have a Shiv, go ahead and break in. Inside you find ammo, parts, supplements, and crafting supplies. After you collect the supplies, exit to the street.



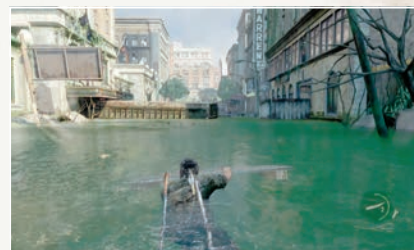
ARTIFACT 37

MOTHER'S LETTER

Use a Shiv to enter the apartment building marked by the red X. A letter can be found sitting on a chair.



The water gets too deep for Ellie, so Joel must find a way to get her across. Hop into the water and swim to a floating pallet further down the road. Dive under water to grab the parts. Grab the pallet and bring it back to Ellie. Pull her back to the underwater bus, where she climbs on and places the plank across the gap.



Swim into the open trailer under the plank, which leads into the Rivers

Café located across the street from the hotel. Search behind the counter for crafting supplies. Next, enter the stairwell to the left and go to the upper floor. Before hopping out the open window, enter the loft to find supplements and crafting supplies on the shelves.

ARTIFACT 38 STASH NOTE

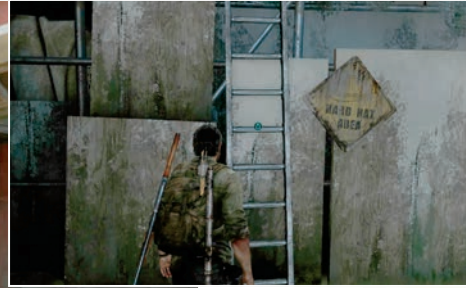
Search the upper floor of the Rivers Café to find a note on the small counter. The document mentions a hidden stash in the Regal Apartments. But if you're following this walkthrough, you already grabbed the goodies.



HOTEL LOBBY



Cross the plank and approach The Hotel Grand. Enter the busted-out window to reach the lobby. Search the counter on the right to find supplements. The connected room holds a safe that this walkthrough references a little later on.

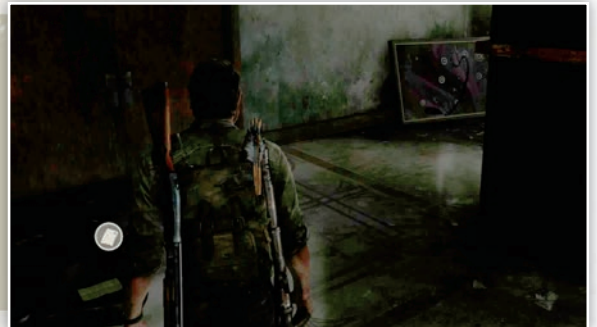


Run to the opposite side of the lobby to find more supplies on a bar. A prompted conversation icon appears next to the

old espresso machine behind the bar. Grab the ladder that leans against the scaffold and take it around to the other side. Place it against that side of the platform and climb to find some parts. Drop off, grab the ladder again, and place it next to the hard hat area sign behind you. Climb up to reach the landing.

ARTIFACT 39 NOTE TO STAFF

After climbing the ladder to reach the landing, go down what is left of the steps and sidle up to the other side. Look inside an open suitcase in the corner for a piece of paper. It gives the combination for the safe below. Drop down to the lobby, move around the counter, and open the safe to find some parts, ammo, and crafting supplies.



TRAINING MANUAL 3

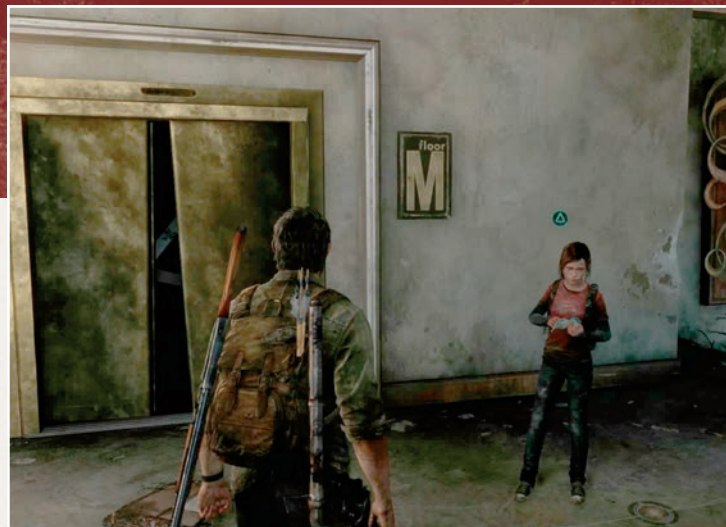
SHIV UPGRADE #2

After grabbing the safe combination, drop down to the first floor and open the safe to find the Blade Reinforcement Training Manual. This manual teaches you how to improve the durability of blades. Your Shivs now last another hit longer.



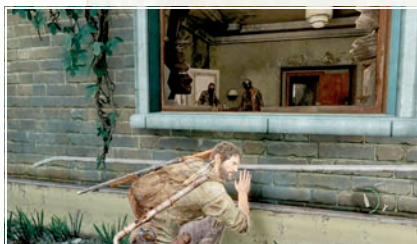
ELLIE'S JOKES 4

After you have grabbed the safe combination and opened the safe, return to the landing where Ellie is waiting for you. Momentarily, she pulls out her joke book and attempts to make you laugh.



SECOND FLOOR

Return to Ellie and take the stairs to Floor 2. Slip out of the window to the right. Crouch and remain crouched throughout the entire hotel or you may attract some unwanted attention. Approach the open window to the left and listen in on a conversation between two Hunters. Five enemies in all patrol this floor. They are on the lookout for Clickers.



Climb in another open window to the right and take cover at the next doorway. After the Hunter passes and comes to a stop,

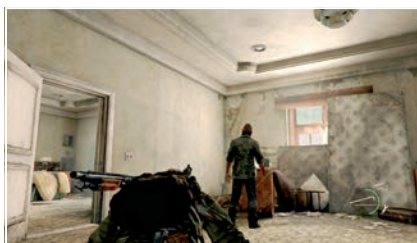
quickly sneak out and grab him. Pull him back and around the corner before taking him out. Grab his pipe melee weapon, unless you already have something better.



Sneak back out the window and climb in where the two Hunters had their conversation. Hide behind the nearby dresser until you can get the jump on another Hunter. Crafting supplies can be found in the nearby bathroom. Next, move across the hall, watch the movement of a third Hunter, and eliminate him with another stealth takedown. More supplies can be found in the open bathroom.

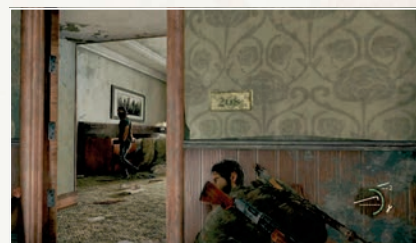


Now you can sneak down the hall toward the final Hunter. Dispatch one with another stealth kill, and then search the TV cabinet in the right room for crafting supplies. Return to the room where you found the third Hunter and exit to the balcony. Grab more supplies off the ground to the right.



THIRD FLOOR

Enter the open window on the patio's left side and climb the furniture that acts as steps to the third floor. Turn around and take the parts that sit on a bench. Search the attached bathroom for crafting supplies. Cut through the hole in the wall and search the drawer on the left for supplements. Before you leave this bathroom, step to the bathtub and talk to Ellie about what lies inside.



Step into the next area and find supplies on the second room's floor. Exit into the hallway and use listen mode to find the locations of any close Hunters. Three foes patrol this side of the floor, while a fourth guards the far side.



Wait in the hall until someone heads your way, and then use cover inside the rooms to take the opposition down. Move into the common area and eliminate the other two Hunters. Once the area is clear, enter the right room and search the refrigerator and the open bathroom for more supplies. The next room holds parts inside a drawer and supplements in the bathroom.

FOURTH FLOOR

Exit to the hallway, go right to an intersection, and then left to reach the staircase. Take the stairs to the fourth floor where crafting supplies can be found inside an open suitcase in the corner. Access to the hallways is blocked, but you can force your way into the right elevator shaft. Press the Triangle button rapidly to pry the doors open.

Climb the ladder to the top of the car and sidle through the narrow opening. Jump onto the other elevator car and Ellie joins you a short time later.

Look at the opening to the next floor and press the Triangle button to give Ellie a boost.



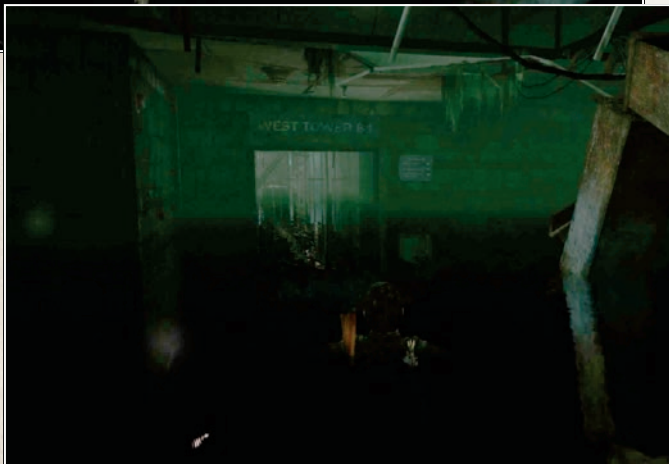
BASEMENT

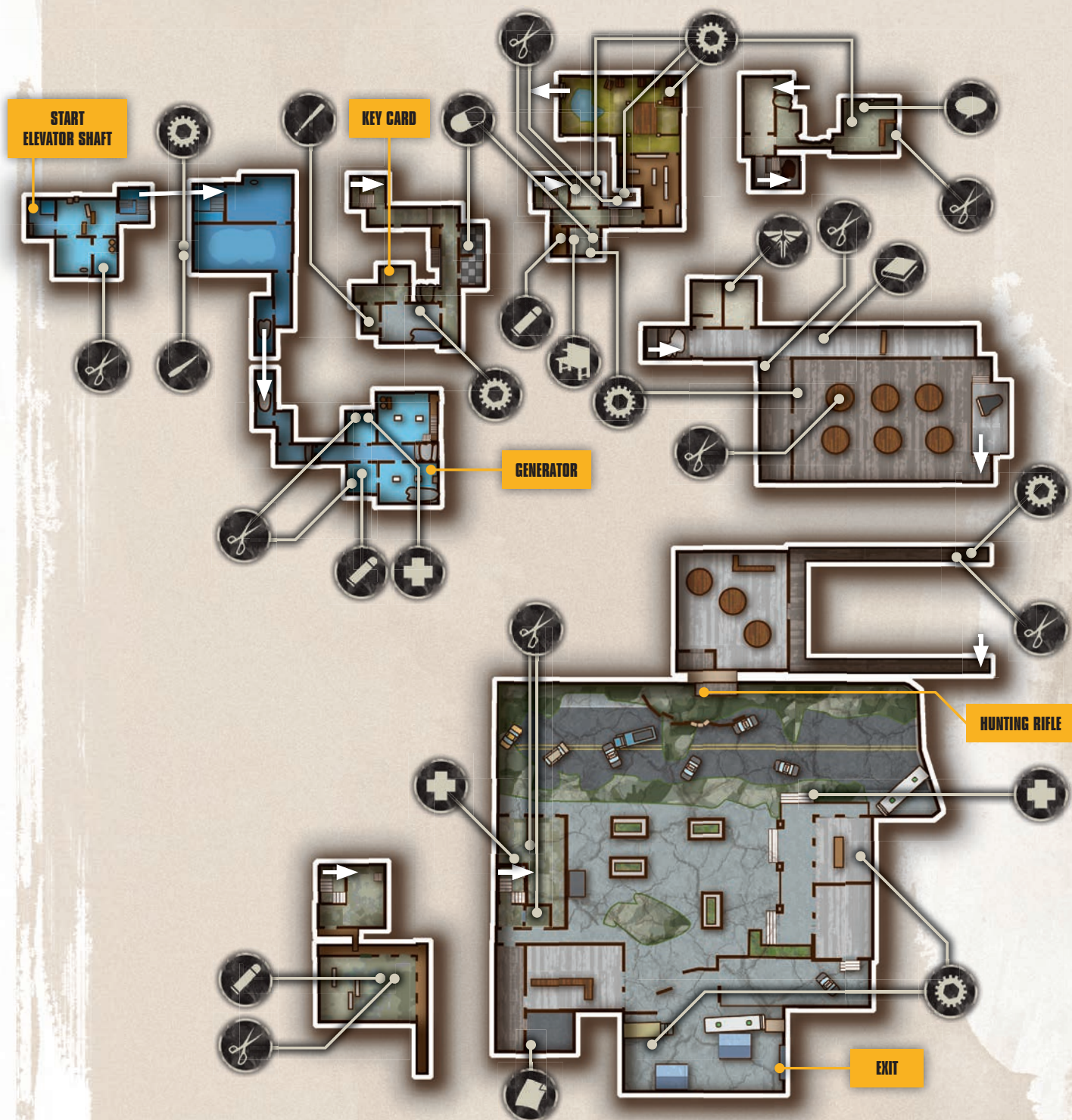


At this point, the elevator falls and Joel goes into the floodwaters. Swim through the opening. You can try to go through the double doors on the left, but debris blocks your path. Search the right room for crafting supplies. Hop over the overturned locker and move through the exit to reach the stairwell.

Dive into the deep water and travel through the doorway to enter Level B2. As you swim underwater, move quickly—you only have so much breath and it's easy to get turned around down here. Swim between the corpses and go through the door on the right. Surface when you see light from above. Walk through the door on the right and search the shelves for a Shiv and parts.

Return to the previous room and dive into the hole where you previously surfaced. Turn to the right and head for the exit ahead. Swim through the open door on the right and surface through the hole in the floor. Cut through a couple doorways as Joel prepares for spores in the service area.

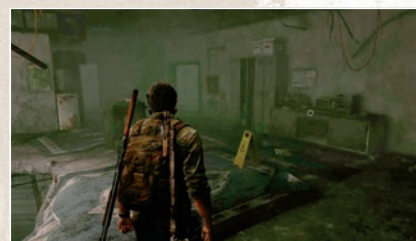




SERVICE AREA

Duck under the concrete to reach the hotel's service area. You see four open doors with a ramp straight ahead. Stairs on the left and another ramp on the right also get you to the next floor. There is no reason to be quiet at the moment, since enemies will not attack until you perform a specific action. Enter the first door on the left and grab the crafting supplies off the shelves.

Cross the hall into the right door and search more shelves for supplies. Move into the next room where a generator sits on a platform against the opposite wall. Before starting it, head up the nearby collapsed floor. Turn around and search the cabinet for parts.



If you need a melee weapon, grab the 2x4 in the bathroom ahead. Enter the security room across the hall and grab the Hotel Keycard and supplements from the top of the desk. Immediately turn around. Four Stalkers are hiding in the hallway and in the rooms on the other side.



ARTIFACT 40



HOTEL KEYCARD

Picking up the keycard off the security desk automatically adds it to your collectibles.



INFECTED STALKERS

These are the last of the different types of infected enemies. Stalkers take cover behind walls, quickly jump out, and charge at you. When they get close, they grab you. Rapidly press the Square button to knock them off. These foes are quick, so you have to be ready with your melee weapon or gun.

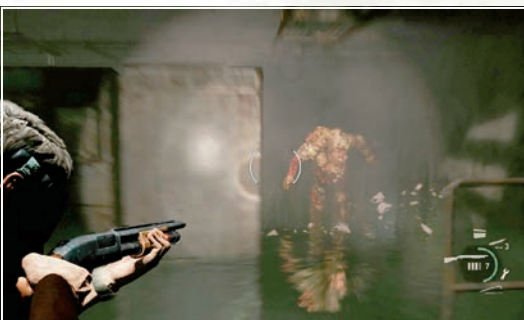
Placing Nail Bombs near cover is also a good way to eliminate these enemies.



Take each Stalker out as it approaches. If there is a lull in the action, peek into the hall and then step back inside. You may have to move into the other rooms to clear them all out. Now return downstairs to the generator and heal up. If you have a Nail Bomb, place it near the equipment in the middle of the room. Interact with the generator and make three timely presses of the Triangle button to get the thing started.



Four more Stalkers and a Bloater charge toward your location. Prepare for a big fight. Again, take each down as it attacks. The Bloater enters through the right door, so be ready with a Molotov Cocktail. This slows the creature way down, allowing you to concentrate on the quick Stalkers.



After they have been defeated, run up the ramp and follow the power cables into the hallway. Enter the laundry room on the right and search the shelves around the corner for supplements. Return to the hall and follow the cord through the next doorway. Continue along the path to find a locked door. Use the key card on the panel to gain access to the stairwell and escape the spores. Climb the steps to reach the hotel's kitchen area.



KITCHEN

Enter the bathroom on the right to find ammo inside one of the lockers. Parts and supplements can be found around the desk inside the next door office. A workbench is also in this room if you wish to upgrade any weapons.



The storage room across the hall holds crafting supplies and parts. Once you are done exploring this area, move through the door at the hall's end to reach the kitchen.



Immediately take cover behind the cooler on the left as Hunters enter the room to take care of a Clicker. Four Hunters in all patrol the kitchen and dining area ahead. Wait for the first one to move to the middle of the kitchen and turn his back

before eliminating him. The second guy enters the kitchen when he doesn't get a response from the first. Move up the left side of the grills and take him out as he turns between them.

Enter the freezer in the middle of the kitchen to find parts and supplies. Exit to the dining area and take cover behind the salad bar. The two remaining Hunters crisscross in their patrols, so wait until they are far apart or facing different directions before taking the first down.



With the dining area clear, grab the parts out of the corner booth and move to the host area in the far corner and pick the ladder up. Place it to the entrance's right and climb up. At the top, a Hunter knocks you to the ground. He attempts to drown you in the shallow water, so rapidly press the Square button to break free. After another struggle, Ellie comes to Joel's rescue.



With Ellie in tow, climb the ladder to exit the restaurant. Cut through the presentation room and enter the door on the left to access the restaurant's upstairs portion. Sidle along what is left of the floor and search the coffee table for parts and behind the bar for crafting supplies before rejoining Ellie in the hallway.



COMIC 3



After cutting through the presentation room, enter the restaurant's loft area and sidle along the narrow ledge. A Comic is on a coffee table along the railing to the left.



At the stairs, drop to the first floor and run down the hall past the elevators. Hop over the desk that blocks the path and enter the open door to access the ballroom. Talk to Ellie about the souvenir photo scene that is set up in the right corner and grab the parts off the floor. Approach the grand piano on stage and press the Triangle button

on the left side to attempt moving it. Ellie finally helps get it against the wall. Climb to the balcony and then run all the way around to the other side to find parts and crafting supplies on the floor.



FIREFLY PENDANT 12



After exiting the restaurant and returning to the first floor, enter the women's restroom through the second door on the left. Search the last stall to find a Firefly Pendant lying on the floor.



TRAINING MANUAL 4

MELEE WEAPON UPGRADE

After exiting the restaurant and returning to the first floor, move down the hall until you find the Melee Weapon Training Manual sitting on a table. This teaches you how to make a better knot when attaching blades to your melee weapon. This makes your modified melee weapon more durable and last one hit longer.



Exiting through the opening opposite the stage gets you to an adjacent banquet room. Exit to the patio through the French doors and climb onto the scaffolding to find a Bolt-Action Rifle.

FINANCIAL DISTRICT



Down in the street, six Hunters guard the financial district while a seventh is located on the right balcony. They split up and can usually be found on their own. Ellie remains on the scaffold with the rifle while Joel heads out to clear a path.



It's best to eliminate these Hunters around the outside, so that you're not

discovered by anyone else. Sneak to the left and get behind the lone enemy and take him down. Then move into Meridian Bank on the left. One man patrols this building and the alley ahead. Dispatch him inside when his back is turned and then grab the parts off of a bench that sits against the wall.



Return to where you started and enter the Rivers Café on the right. Kill the guard inside and search the counter and back room for crafting supplies. If the guard exits the building, hop inside just as he leaves. Then dispatch him outside when his back is turned.

Climb the stairs to the Café's second floor and exit through the door on the other side. Creep to the adjacent building ledge and approach the corner. Use listen mode to spot the nearby Hunter and take him down if his back is turned. Immediately hop into the open window and search the desks for more supplies.

Use listen mode to spot the nearby Hunter and take him down if his back is turned. Immediately hop into the open window and search the desks for more supplies.

USING LISTEN MODE TO AVOID BEING SURPRISED

Sometimes one of the ground level Hunters may come to investigate the sniper on the ledge. Use listen mode before you leave the upstairs offices to see his location. If it looks like he is coming up, stay inside until he passes by on the ledge. Then, climb out and eliminate him.



MAKE SOME NOISE

Make some noise and you can often get another guard to come investigate. Then you can take that guy down without having to seek him out. Just be sure that you perform the attack out of sight. Once someone discovers you, more enemies enter the area.



Return to the Café's back room and cross the alley into Don Fiocchi Subs. Watch the movement of a guard inside and wait for him to move into the freezer, where you can take him down when his back is turned. That leaves two Hunters who patrol the middle of the area, so exit out front and take cover behind the stone structures. Watch the routes of these Hunters and take each down when you get the chance.



ARTIFACT 41 FIREFLIES NOTE

Enter Don Fiocchi Subs in the corner of the Financial District and move into the freezer in the back. Inside grab the note that lies on the floor.



At this point, four more Hunters arrive in the area. They immediately notice the dead bodies. You may have gotten this far without Ellie's assistance, but now the enemies are actively seeking you. It's possible to get stealth takedowns if you use the planters to get behind the Hunters. Otherwise, take cover and eliminate the remaining foes with good old-fashioned gunfire.



Once everyone is defeated, Ellie joins Joel below where he gives her compliments and a smaller weapon. Be sure to grab the rifle ammo where she dropped her gun. Move over to the

corner of the bank, where a Hunter's body hangs from a tree. Have a conversation with Ellie about it before searching the area behind the truck to find parts on a table. Then interact with the gate to the left.

Once inside, grab the parts off the right shelves and crafting supplies on the landing to the left. Grab the cart that holds the door open and move it to the opposite corner. This allows you to climb over the vending machines and access a workbench. Supplements sit on a table, which blocks the left door. Once you are done there, hop over the table and witness Hunters moving down two “tourists” on the street. Once they have moved on, exit out the left door and continue through another.





Move up the stairs and into the hallway as two Hunters approach from around the corner. One cuts through the far office and the other stays in the hall. Once they are about halfway through, throw a brick or bottle at the wall left of the picture. When the closest guy turns toward the wall, take him down. Now you can watch the movement of the other Hunter and quietly kill him.

ARTIFACT 42

FINAL ATTACK NOTE

After defeating the two Hunters on the second floor of the office building, move over to the left desk. Hiding underneath is the next Artifact.



Exit to the walkway and drop to the ground via the roof of a van. At the intersection ahead, you hear a discussion between two Hunters. They are on the Delta Direct building's second floor, talking about traps placed along the street.



BOMB TRAPS

Be careful when sneaking around the street. Bombs have been placed with tripwires all over the place. Keep an eye out for them and plan your route accordingly.

Travel along the street's right side as it turns back to the left. At the police car, slip into the open door to the Delta Direct building. Enter the upstairs office and take out the first Hunter as he moves toward the street. This may attract attention from one of the others, so use the desk as cover as you move behind him and perform a stealth kill. From behind cover, quietly grab the crafting supplies around the desks. Exit the way you came.



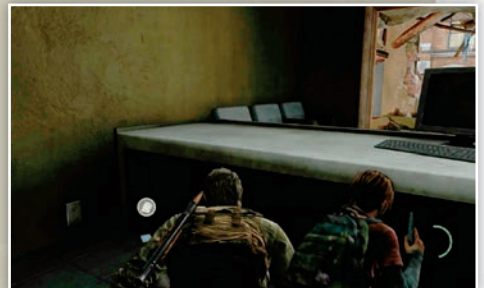
KILL FOR ALCOHOL

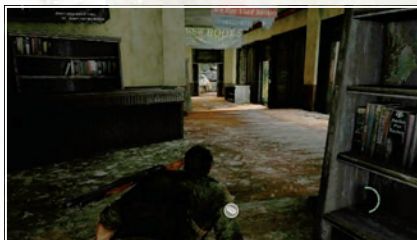
If you find yourself with an abundance of rags and unable to find alcohol, take the Hunters down who carry the Molotov Cocktails. They may drop their Molotov or one of the ingredients.

ARTIFACT 43

MOB ATTACK NOTE

After grabbing the crafting supplies in the upstairs office, return to the street and move up the sidewalk to the next open door. Go upstairs and search behind the receptionist's desk to find a note on the floor.





Quietly cross the street into the bookstore via the opening by the truck. If you left the two guys upstairs, one of them can see you as he looks out the window. Search the bookstore counter on the left for crafting supplies. Proceed to the exit at the other end, where four more Hunters



patrol the intersection: one nearby, two in the middle, and another at the other end.

Eliminate the closest guy as he pauses on the opposite side of the tank as the middle two. The left of the middle two men does not move as his partner paces back and forth. As the right one moves to the left, creep to the barrier closest to him. Then, as he moves right, sneak



into the Credit Union. Crafting supplies are stored on the back shelves. If you have a Shiv available, use it on the back door to score more supplies, pills, ammo, and parts.

ARTIFACT 44 TRUCK NOTE

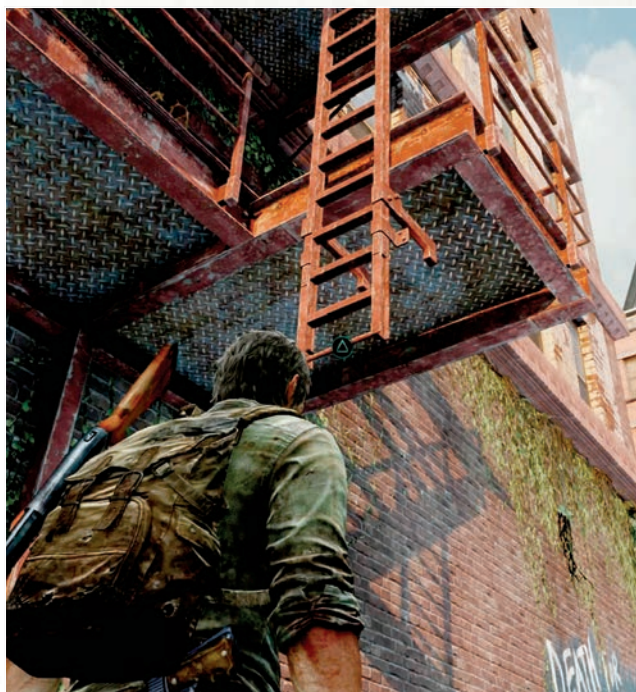
Enter the credit union at the intersection and grab this note that sits on the counter.



Return to the front of the Credit Union and sneak out the side door where another Hunter is oblivious to your approach. Now the closest of the pair of Hunters can be easily killed with a stealth takedown without the last guy noticing. Once the intersection is clear, join Ellie as she studies some writing on the wall. Talk to her about it, pick up the parts off the ground, and approach the fire escape in the corner.



Look up at the ladder and interact with it to give Ellie a boost. Once she pulls it down, climb the ladder, turn back the other way, and hop down to the street. Talk to Ellie about a military school on the right. Turn around and search near the dumpster in the next parking lot to find crafting supplies. Look at the movie billboard on the side of the building and talk to Ellie about Joel's memories.



THE CHASE

Continue down the alley and turn right at the intersection. Creep to the right and take cover at the second window. Two Hunters search the convenience store, Zippy Kart, as a third is located just outside the far side. A truck sits in front of the building with a mounted gun.

Wait for the left Hunter to move past the window and hop inside. Follow him behind the counter and perform a stealth kill. Sneak through the store and eliminate the other guy. Move to the back office and pick up the crafting supplies. Then take down the outside guy from behind.



MOUNTED GUN ON TRUCK

Take note of where the mounted gun is facing. It can see certain areas of the store, which include part of the second Hunter's route.



Sneak across the street using the police car as cover and enter the Refund Quick Tax Service. Your cover is blown at this point, so stay out of sight from the mounted gun as you escape into the back office, where crafting supplies can be found.

Exit through the other side and run behind the building. Here you encounter more Hunters. Take them down as you sprint straight into an alley. Duck into the open door and run up the staircase. Move into the left office, grab the supplies, and exit through the window. Use the fire escape to climb up a floor, cross the planks, and sidle along the ledge to another open window.



WATCH YOUR HEALTH

The mounted gun can tear through your health, so be sure to keep an eye on it. If needed, use a Health Kit when behind cover.

Inside the apartment, grab the supplies and parts off the dresser and the pills from the bathroom. More supplies can be found in the kitchen ahead. Hop out the next window back onto the ledge and sidle toward the street.



ESCAPE IN THE CITY

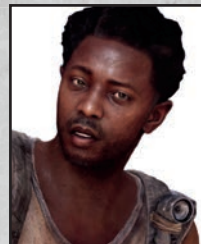


The truck comes back into view down on the street, so quickly jump into the open window. Here Joel and Ellie meet Henry and Sam, two more survivors trying to avoid the Hunters. Henry decides they should talk at their hideout. Exit the room with the others.



HENRY AND SAM

Originally from Hartford, Connecticut, Henry used to be part of a large group that ventured into the city to find supplies. Their group was ambushed by the Hunters and forcibly split up. They only want to escape the city and regroup with their friends. He's waiting for the right opportunity to leave the city and would like to do some good by joining the Fireflies.



Sam is Henry's younger brother. They only take what they need for living with little room for enjoyment. Like Henry, Sam is eager to get out of the city.

Search the kitchen and living room at the end of the apartment for crafting supplies and parts. Then follow Henry to the hallway. Go down the stairs one floor and use a full Shiv on the apartment door ahead to find more supplies, supplements, and parts.



TRAINING MANUAL 5



MOLOTOV UPGRADE

In the kitchen of the apartment where you meet Henry and Sam, look on the counter to find the Molotov Cocktail Training Manual. This improves the radius of incendiary bombs, making the Molotov's radius 1.5 times wider.



COMIC 4



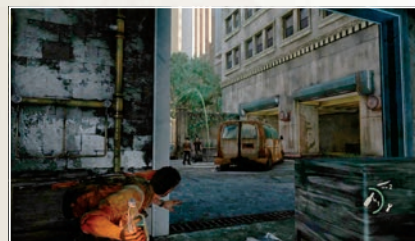
Move down the stairs one floor from the initial apartment and approach the door straight ahead. Use a Shiv to get inside and find a Comic on a desk chair in the kid's bedroom.



Continue behind Henry to the first floor and into Choo Choo Toys. Exit through the back door and take cover behind a crate as three Hunters enter the back alley. After a short conversation, they split up. Move to the right and dispatch the first two guys before eliminating the third. Search the shelves behind the toy store for parts and supplies.

QUICK WORK WITH A MOLOTOV

If you have a Molotov Cocktail, this fight in the back alley can be over before it begins. Move to the left side to get an angle on the enemies. While they are huddled together behind the van, toss the Molotov in the middle of them to wipe them out.



Climb onto the blue sedan that sits on the left side. Then climb to the top of the truck to reach a rooftop. Immediately take cover behind the venting. Eliminate the two Hunters who appear ahead, before climbing up to their location. Follow Henry across the planks into an office building.

FIREFLY PENDANT 13



Once you're inside the office building, duck into the bathroom on the left to find a Firefly Pendant. It sits atop one of the toilets.



Now enter the SPENzür architecture office across the hall. Supplements can be found on the break room bar as you move through the room. Once finished exploring, enter the human resources office in the far corner. Henry informs you that it's safer to cross the bridge at nighttime, as the Hunters' numbers are much lower then.



ARTIFACT 45

TRIAL NOTE

Enter the architecture offices and move through the open door in the far corner to find a meeting room. Sitting on the floor in the corner is another note.



Exit the office, search the storage closet on the left for parts, and then follow Henry down the stairwell to the ground floor. Two Hunters chat around a fire ahead. Sneak from cover to cover, as you move up the right side. Wait for the spotlight to swing the other way before proceeding too far. Hide behind cover until the left guy leaves and then grab the other one. Pull him behind the counter before taking him out.



Move around the counter and collect the parts and crafting supplies on the ground. Then move over to the doorway. As the second Hunter returns, get behind him and perform a stealth kill.



Avoid the spotlight as you sneak across the street, using the police cars as cover. Pause at the last car and wait for the nearby Hunter to move back the other way. Then dispatch him with a stealth maneuver. A generator that runs the Hunter's spotlight sits nearby, so interact with it to turn it off.



This brings in a slew of Hunters, so run back the way you came and take cover. Work your way around the area, taking each one down. Once the coast is clear, the kids join Henry and Joel at the gate. Interact with the gate to get inside as a tank appears behind you.



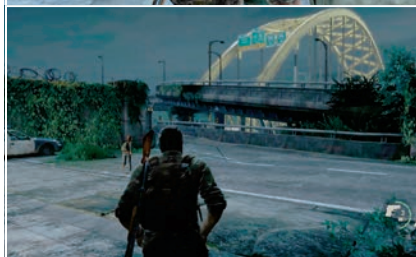
Take out the Hunter who stands on top of the trailer ahead or let Henry do it. Look up at a partial ladder on the side of the trailer and interact with it to give Henry a boost. At this point, the Hunters are close so Henry and Sam bolt. After Ellie drops down, help her open the overhead door behind you. Grab the crafting supplies off



the shelves and exit through the open door to O'Sullivan's Restaurant. Four Hunters search for you inside.

Take cover behind the pool table and use it to get behind the first guy. Use a bottle

or brick to pull another Hunter into the pub and kill him in the same manner. Finish off any remaining foes in the lobby, and then pick up the supplements off the cappuccino cart.








Grab ahold of the cart at the exit and pull it out of the way. Exit to the street as the tank appears to the left. Immediately sprint to the right and follow the path until you reach a dead end. At this point, Ellie bravely dives into the water as Joel follows suit.

CHAPTER 6






THE SUBURBS



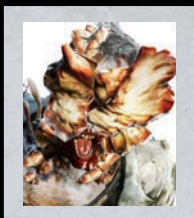
COLLECTIBLES

	Comics	2
	Artifacts	10
	Training Manuals	2
	Firefly Pendants	4
	Ellie's Jokes	1

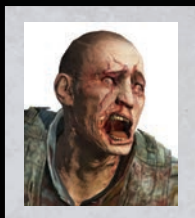
SUPPLIES

	Parts	235
	Tools	Level 3
	Supplements	65
	Shiv Doors	0
	Safes	1

ENEMIES



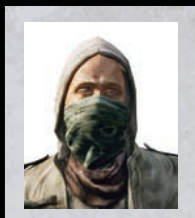
Infected Clickers



Infected Runners



Infected Stalkers



Hunters

Joel and Ellie crash into the rocks. Fortunately, they are found by Henry and Sam. After settling their differences, Henry leads the way to the radio tower.



SEWERS

Run up the riverbank's right side, grabbing the crafting supplies out of the small boat on the left. Continue up the beach until you run into a fishing boat. Search inside the bridge for more supplies. Once you've searched the area, join the others at the rocks straight ahead from the boat. Climb to a grate and help Henry pull it open.

COMIC 5

Climb onto the fishing boat deck and enter the bridge. A Comic is inside on the console.



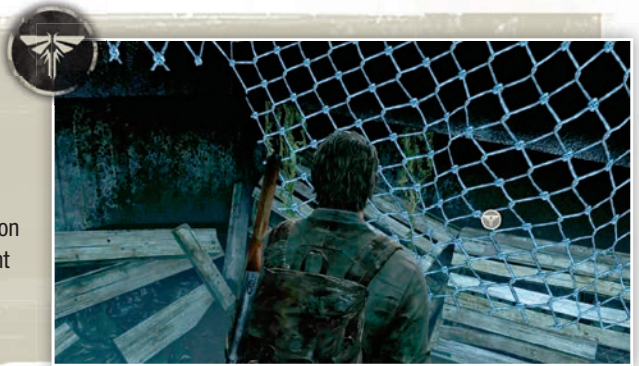


ARTIFACT 46**BOAT NOTE**

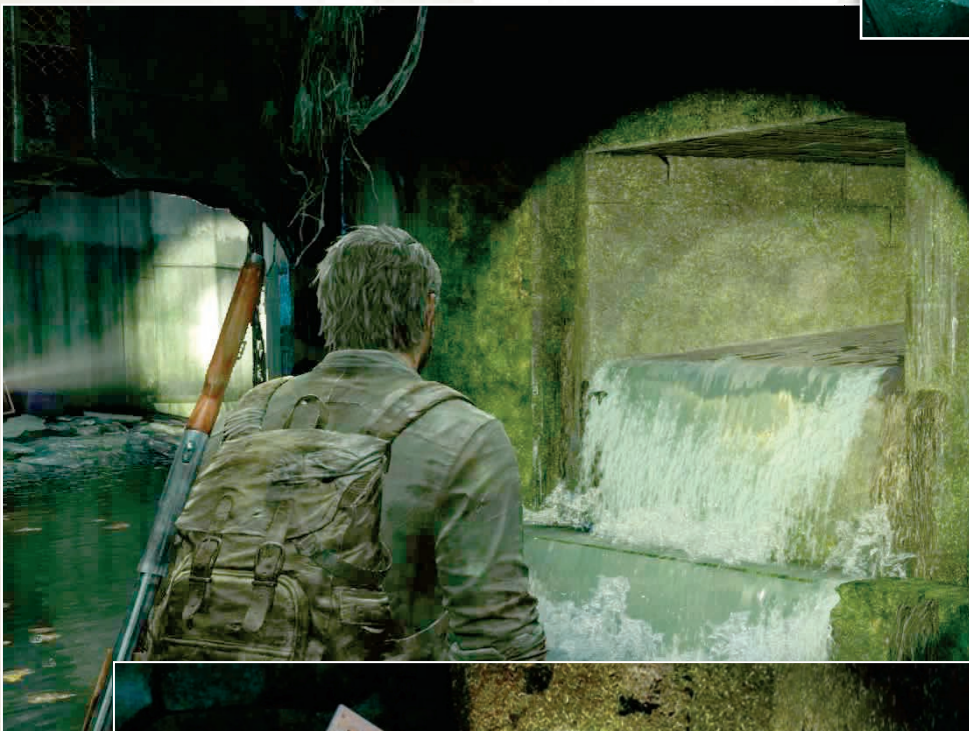
Step onto the boat and enter the bridge. This note sits next to a comic on the console.

**FIREFLY PENDANT 14**

Drop through the hole in the fishing boat deck or cut through the big hole on the side. A Firefly Pendant is at the bow on top of a pile of lobster cages.

**FIREFLY PENDANT 15**

Soon after entering the sewer, climb into the small opening on the right and search in the water on the left for this Firefly Pendant.



Follow the drainage pipe into the sewer. When you spot a small opening on the right above rushing water, climb in and follow it to a small room. Search the corners for parts and crafting supplies before returning to the group. When the path splits, Henry and Sam decide to go left, while Joel and Ellie search to the right.



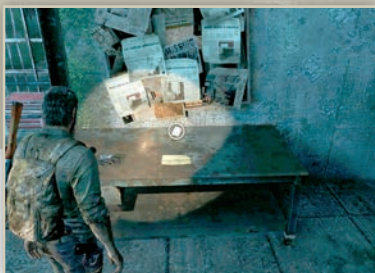
A storage room is found just ahead on the right, but the gate is blocked. Look on the wall to the left and spot a vent. Interact with it and Ellie crawls inside. After she lets you in, search the shelves and desk for more supplies, supplements, and parts. Exit the room and cut through the short tunnel ahead to the left branch.

ARTIFACT 47



SEWERS NOTE

After Ellie gets you into the storage room, move to the far corner. Search on the table to find the Sewers Note.



Move through the gate on the right. The next room is full of water with seemingly no way to reach the far side. Some kind of platform hangs in the middle of the room. Move down the right walkway and jump into the water.

FIREFLY PENDANT 16



Once you reach the flooded room with the platform in the middle, turn to the left and jump into the water. Dive underwater and search next to the submerged car to find a Firefly Pendant. Use the walkway on the right wall to rejoin the others.



A pipe has jammed the left gear, so dive underwater and swim to the gate's bottom-left corner. Use the Triangle button to pull the pipe out, which allows Henry to get the gate open. Swim under the gate and move up the steps ahead. Search inside an opening on the right to find crafting supplies.



Climb the ladder on the opposite wall and interact with the pallet that leans against the rail on the left. This drops it into the water. Before you jump into the water, enter the door in the corner to find two Clickers. Eliminate them and search the room to find parts and supplies.



ARTIFACT 48

TRADING NOTE

After knocking the pallet into the water, enter the door in the corner and kill the Clickers inside. This note sits next to a mattress in the back.



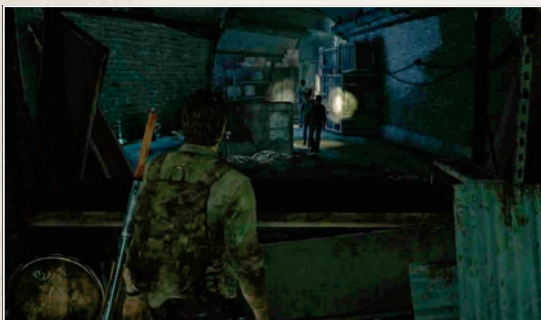
Return to the water and take the pallet to Ellie. Once she hops on, escort her to the middle of the platform in the opposite corner. She starts a generator that operates the moving platform. Join Henry and Sam on the platform marked with the striped tape.

Once the platform reaches the other side of the room, hop off and continue through the sewer until you reach the emergency equipment storage on the left. Search inside to find the **Level 3 Tools**, supplements, and crafting supplies before rejoining the group at the next double doors.



OLD CAMPS

As you move through the doors, a sound trap goes off on the other side. Don't worry; it appears no one lives here anymore. After hopping over the debris that blocks the path, pick up the Shorty from the left table. Continue around the corner to the



right and search inside the locker for supplements and atop a laundry basket for crafting supplies. A soccer ball and drawn goal on the wall give the kids a short release before everyone continues down the tunnel behind you.

SHORTY

The Shorty gives you a more powerful handgun. Like the Shotgun, this weapon is powerful at short range with the ability to hit multiple targets with one shot.



TRAINING MANUAL 6

NAIL BOMB UPGRADE

After entering the locked door protected by the sound alarm and grabbing the Shorty, search the shelves straight ahead to find the Proximity Mine Training Manual. This expands the radius of a Nail Bomb's explosion by 1.5 times.



Move through the gate and wait at the top of the steps as three Infected Runners and an Infected Clicker run toward your location. Take down the Runners with melee attacks before pulling out your new Shorty and blowing away the Clicker. Hop over the locker and climb the stairs to find parts on the shelves on the right. Turn around and enter the door to find supplements and parts.



ARTIFACT 49

RAIN CATCHER NOTE

After defeating the Runners and Clicker who attack the group, enter the utility room on the right. Sitting on a table in the back is another note.



ARTIFACT 50

CORNERED NOTE

Ascend the stairs and enter the door on the left. This note sits near the corpse in the corner.

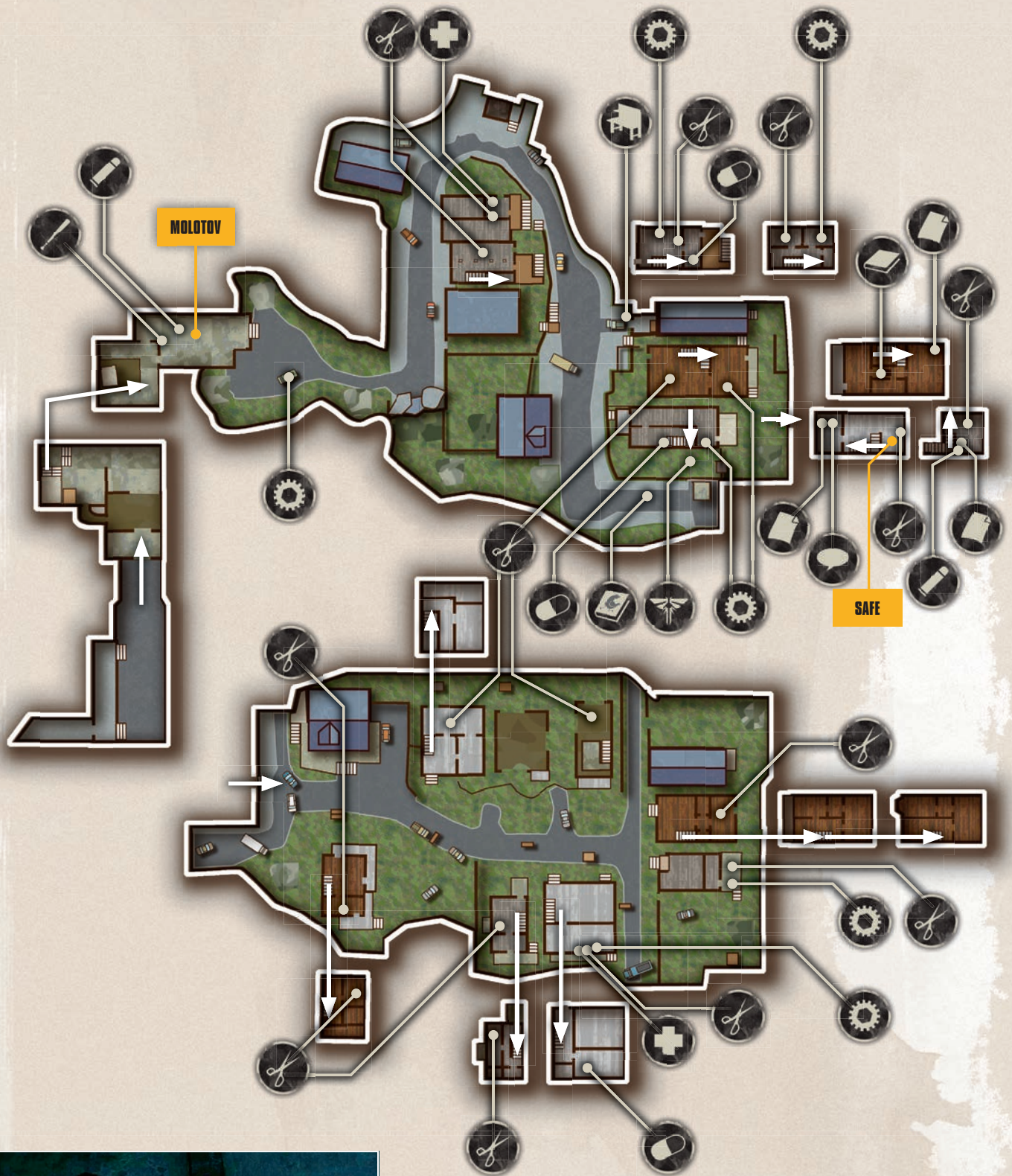


After descending the stairs ahead, search under them to get some supplies. Once you turn right at the next corner and open the next gate, a safety gate separates Joel and Sam from Henry and Ellie. Infected chase the other two away, so spin around and exit through the gate. Collect the crafting supplies and parts on the ground.

Several Stalkers and two Clickers litter the old camps ahead, so move cautiously and always be aware of anything that they can hide behind. They tend to attack one at a time, but another could be close to your position after you finish one off. Tossing Nail Bombs near the pillars or behind walls can help with defeating the group. When you see one hide behind a wall, immediately move around the corner and pummel it with melee attacks.

Once all the Stalkers are dead, search the room on the left for crafting supplies and parts. Return to the common area and search the small raised room to find supplements inside and supplies around the outsides. A room on the right side holds a modified melee weapon, which becomes extremely helpful in an upcoming fight. Move to the back and search the laundry area for more supplies.





Head left through the nursery and give Sam a boost at the short wall. Once he gets the ladder down, climb up. Cut through the tunnel and drop into the next room. Here you meet up with Henry and Ellie, along with the Infected who are chasing them. Hightail it out the opposite double doors and then help Henry as he tries to get a gate open.



ARTIFACT 51 KID'S DRAWING

As you pass through the nursery with Sam, look on the bookcase next to the easel to find this Kid's Drawing.



Try opening the gate to find out it is jammed. Sam takes it upon himself to crawl through a nearby vent and pull the pipe out of the handle. Go ahead and grab the pipe if you need a melee weapon. It comes in handy shortly.



Follow the path up the collapsed walkway and drop off the other side. Follow Henry into a storage room and grab the weaponry inside. While Ellie attempts to get the exit open, Joel and Henry must hold off an onslaught of several Infected Runners and Clickers.



Use melee attacks on the Runners when possible and toss explosives at the tougher Clickers. Be careful to not get overwhelmed. Have your Shotgun at the ready to knock the group back. Continue to fight the foes until Ellie says, "I got it." Squeeze through the opening to escape the sewer and reach a suburban area. Parts sit inside the nearby van. Grab them before following Henry and Sam down the path ahead.



SUBURBS

The radio tower is now in view, so the group moves down the street to the left. Enter the brick house on the right side to grab the part and crafting supplies from the living room. Be sure to collect the supplements from a drawer in the kitchen. Go upstairs and search the dresser in the front bedroom for crafting supplies and the back bedroom for parts. Then, search the basement for more supplies. Return to the street and move around the next house, where a hole in the side allows you access to the kitchen. Search inside for supplies. There are a few conversations in the area. Refer to Ellie's Jokes Finale below for more information.



ARTIFACT 52

LOOTING NOTE

Inside the brick house, go upstairs and enter the back bedroom. Sitting on the bedside table is another note.



ELLIE'S JOKES FINALE



To hear Ellie's last jokes, you need to start four conversations throughout the suburbs. In any order, participate in the following conversations.

Henry discusses barbeques in the destroyed kitchen at the end of the first street.

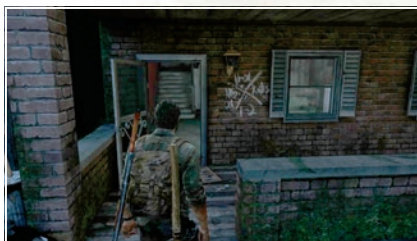
Approach the "Shoot on Sight" writing on the side of the nearby house to talk about looters.

The group talks about the ice cream truck when it is approached.

At the dead end, discuss the Firefly logo on the wall.

Once these four conversations have taken place, stand still for a few seconds and Ellie pulls out her joke book to lighten the mood.

Return to the street and move around the bend. An open garage on the left reveals a workbench. Once done there, move up the nearby steps and enter another brick house. Crafting supplies sit on the coffee table in the living room and parts on the kitchen counter. Exit through the back door.

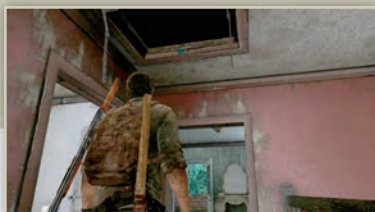


TRAINING MANUAL 7



MELEE WEAPON UPGRADE #2

Inside this brick house, at the top of the stairs, look at the attic access and pull the rope. The attic door comes crashing down, but now you can give Ellie a boost so that she can take a look around. She comes back with the second Melee Weapons Training Manual. This teaches the proper way to attack with a melee weapon, which results in two extra hits for all melee weapon modifications.

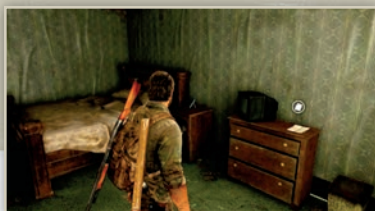


ARTIFACT 53



FATHER'S NOTE

Inside the brick house on the second street, enter the back bedroom on the second floor. This note sits on a dresser inside.



Turn right, enter the neighbor's back door, and collect the parts on the table. Climb to the second floor and enter the back bedroom to find crafting supplies on the nightstand. The third floor loft holds more supplies and arrows. Enter the living room to get supplements from the TV cabinet. Here, the kids enjoy another break with a quick game of darts. Approach the dart that is left on the stool and interact with it to try your hand at the game.

COMIC 6



Inside the second floor of the last house, move to the front bedroom. Search inside the attached bathroom to find a Comic sitting on the toilet.



ARTIFACT 54 SURVIVORS NOTE



Inside the last house's second floor, enter the front bedroom and grab this note off of the desk.



ARTIFACT 55



MATCHBOOK

Climb all the way to the loft and find a matchbook sitting on the desk. It gives a safe combination inside the pack of matches. Return to the back bedroom on the second floor and open the safe to reap the reward of ammo, parts, and supplements.





FIREFLY PENDANT 17



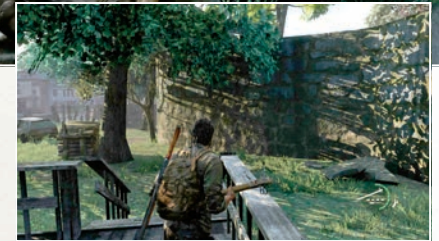
From this last house, exit through the front door, turn left, and step into the side yard. Grab the brick next to the playhouse and throw it at the Firefly Pendant that hangs in the tree above the swings.

SNIPER

Once you've collected everything, exit through the back door into the backyard. Drop off the ledge onto the ground as a sniper at the other end of the street starts taking pot shots at the group. It's up to Joel to move in and attempt to get a better angle on the shooter.

Move quickly. The sniper has incredible accuracy and can take you down in three hits. Pause at each piece of cover and move immediately after he fires a shot. Sprint to the first house on the right, taking cover along the way. Jump inside the side window, but do not move too far in. An armored Hunter attacks from the kitchen.

Eliminate him and then go upstairs to find crafting supplies in the front room. Return downstairs and search the kitchen in back for more supplies. Run outside and quickly hop off the deck and get behind the log pile on the left.



Move up the right side of the street, taking cover behind the car and fence along the way. Just after the sniper fires a shot, move around the fence and enter the next house through the side window. Search the upstairs bedroom and kitchen for crafting supplies and exit out the back. More Hunters attack as you explore the area, so stay alert and on the move. Take each down when opportunities arise. The next-door duplex holds more supplies in the kitchen and supplements in the back bedroom upstairs.



Return out back, drop off the deck, and crawl underneath to access the perpendicular street that runs in front of the sniper—grabbing the parts along the way. Dispatch any remaining enemies. Move around behind the sniper's position.

At this point, you can move in and finish this, but there are supplies to be had on the other side of the street. Find them in each of the three houses. Once you are satisfied with your suburban exploration, make your way inside the sniper's house and climb to the top floor—taking the supplies and parts from the kitchen along the way.



JOEL SNIPES BACK



Step into the front room as the sniper attacks with a knife. Repeatedly tap the Square button to fight him off and take him out. Joel steps to the sniper rifle as more Hunters chase Henry and the kids. You must snipe each Hunter before they reach your group.

Take a little time with each shot; each miss means wasted time while you reload. Scan the area for the next enemy and try to get them when they first pop out of cover. Otherwise, you may miss as the enemy decides to duck or run to the next object. You can't take forever though—once a Hunter reaches Henry or Ellie, it's game over.

Don't try for headshots.



One hit anywhere kills each Hunter. Also, be sure you target the closest enemies first. Use the reload time to scan for the next foe. This can save a lot of time. Once you eliminate several of these guys, the truck rolls in at the other end of the street.

Continue to shoot the Hunters pouring in from the right as the truck drives toward your group. Watch the turret. When the gun points upward, a guy peeks out and throws a Molotov Cocktail at your friends. Quickly kill him to cause the truck to crash. If you miss the guy four times, his explosives take out your group and end the game.



USING THE SNIPER RIFLE

When using the sniper rifle, your view is always zoomed in. You can get extra magnification by pressing the X button. This becomes valuable when taking out the gunner in the truck.

As your friends continue to stroll down the street, three infected attack from the left. Two of them pin down Sam and Henry. Once the threat has been eliminated, your group sprints in your direction as a big group of Infected Runners and Clickers pours down the street.








You meet up with Henry and the kids downstairs and everyone escapes through the backyard. Camp is set up near the radio tower, but any hopes of others arriving seem lost. The next morning, Joel and Ellie push on toward the Lab.






CHAPTER 7

TOMMY'S DAM

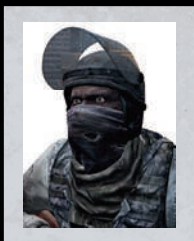
COLLECTIBLES

	Comics	2
	Artifacts	2
	Training Manuals	1
	Firefly Pendants	2
	Ellie's Jokes	0

SUPPLIES

	Parts	115
	Tools	0
	Supplements	45
	Shiv Doors	1
	Safes	0

ENEMIES



Bandits

As fall arrives, Joel and Ellie reach the Snake River Trail outside the Jackson County Hydroelectric Plant. This means they are getting close to Jackson City. A river runs along the cliff's left side and a dirt path runs up the hill.



HYDROELECTRIC DAM

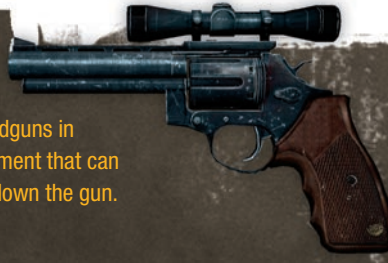
Follow the road to the burnt-out police vehicle and take the crafting supplies and El Diablo handgun on the ground. Drop off the ledge to the left and continue down the path. Drop a couple more ledges toward the river and move right along the riverbed.





EL DIABLO

The El Diablo is the most powerful of all the handguns in *The Last of Us*. This weapon has a scope attachment that can be used by pressing the X button when aiming down the gun.



COMIC 7

As you hike along the riverbed, before reaching the bridge, climb the rocks on the right. Search next to the crashed car and corpse to find a Comic.



Return to the original path and continue along the river as you pass under the bridge. Climb the steps ahead and use a Shiv to enter the control room on the right. Search



inside for supplies, ammo, supplements, and parts. Exit to the platform and approach the wheel next to the rail ahead. Use the Left Stick to turn the wheel until half of the sluice gate is fully raised.



Jump into the water and swim to the right where a building has fallen into the water and is now submerged. Dive underwater and swim into the building to find a pallet stuck inside. Push it loose and take it to Ellie. Once she is on, push the pallet to the walkway on the gate's other side. Return to the wheel on the first side as Ellie turns the other one.



Now Joel can reach the other side, where Ellie waits for a high five. Hop off the walkway through the opening in the railing and take the crafting supplies that sit in the pile of debris. Hop over the fallen tree. At the gravesite, press the Triangle button for a short conversation with Ellie. Return to the walkway and follow it up the steps until you're back in the grass.



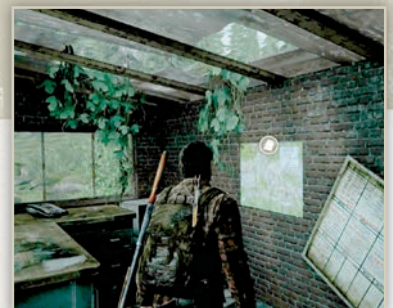
Continue along the concrete wall and duck under the tree. Run around the bulldozer on the left to find a supplement plant. Move to the brick guardhouse to find parts and crafting supplies. Approach the big gate and attempt to enter. The inhabitants decide that they don't want you inside. Fortunately, Tommy recognizes his brother and invites you in.



ARTIFACT 56

POWER PLANT MAP

Enter the brick guardhouse that sits in the corner before trying to enter the gate. A map of the power plant hangs on the wall inside.



THE PLANT

Follow Maria and Tommy until Tommy stops to help someone out. Approach the left horse, press the Triangle button to give it a pat (if you wish to give it some attention), and talk to Ellie about horses. Once they move again, continue into the plant.



TOMMY AND MARIA

You've already met Tommy at the start of the game, but now you get to see him in the new world. Tommy and Joel see this world quite differently. Tommy still has hope that it will return to normal one day and wants to help rebuild healthy social structures. He and his wife, Maria, now live in the newly thriving city of Jackson.



Maria and her father had the grand idea to create a self-sustaining community by fortifying a town around the dam. Maria now runs the whole town, ensuring its citizens are safe.



Stay with Tommy as he passes a couple turbines and approaches a brick building. Before entering, pick up the parts from a crate in the middle of the grass and give the old dog some attention. Next, enter the dam's control room and gather the supplements and supplies on the middle table. A workbench sits against the left wall. This is a great time to make some upgrades.



Inside, Tommy and Joel split up from Ellie and Maria. Follow Tommy into the next room. After Tommy goes to his duffel bag, a conversation prompt appears overhead. Talk to

him about an item that he found when he went back to Texas. Head upstairs after Tommy and run over to the door on the left. Inside you find supplements and crafting supplies. Exit the room and follow your brother outside. Separate from him and talk to the woman who stands lookout on the right side of the walkway, then meet back up with Joel's brother.

HATCHET

The Hatchet replaces your melee weapon, and it's the best one in the game. The Hatchet can connect with a foe five times before it is lost, but each hit is a kill—making it extremely valuable in close combat.



TRAINING MANUAL 8



SMOKE BOMB UPGRADE

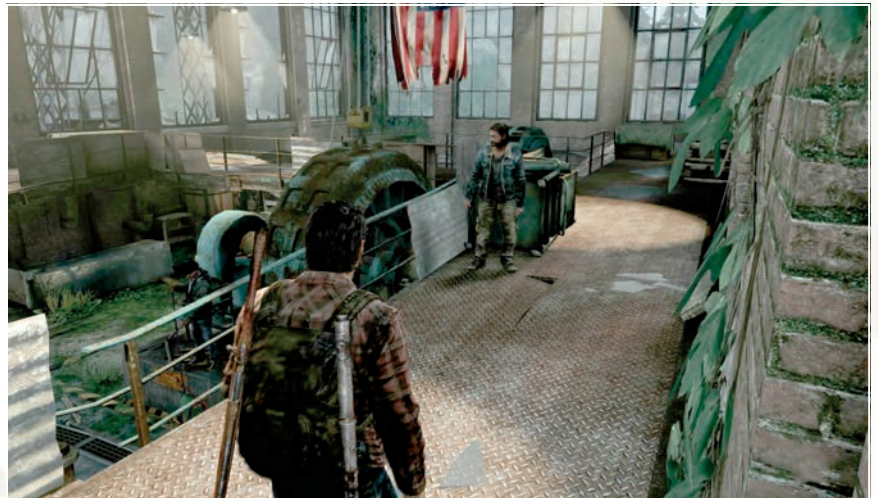
Inside the dam's control room (after meeting the two "geniuses"), approach the control panel where a third worker sits. The Smoke Bombs Training Manual rests on the left side. It teaches you how to properly create a Smoke Bomb, making them last 10 seconds longer.



Follow Tommy out the door and turn left. Go down the steps to the lower floor and enter the nearby room. Look around to find parts and a pipe. If you have the Hatchet, don't bother picking up the melee weapon. Return to Tommy upstairs in the next room.



Just ahead, you observe the workers starting up a generator. Once done there, follow Tommy downstairs and through the exit on the other side of the building. Tommy and Joel begin to catch up, but a siren interrupts their visit. The facility is under attack by Bandits.



BANDITS ATTACK

Take cover behind the equipment while the enemies enter at the far end. From behind cover, eliminate the ranged guys on the walkway and to the right. Then run up the steps and dispatch more Bandits with melee attacks.



MACHETE

Some Bandits carry a Machete as his melee weapon. Take him down to get this weapon for close combat. The Machete only lasts three hits, but just like the Hatchet, each hit is an instant kill.



FIREFLY PENDANT 18



Follow Tommy out of the control room and descend the stairs on the left. Enter the nearby room and search inside the cabinet to find a Firefly Pendant.



Move through the control room, grab the Hatchet, and continue to retrace your steps to where you left Ellie. More enemies emerge from the building: below and on the walkway ahead. Kill them from behind cover and then follow Tommy to the original building.

ARTIFACT 57

PLANT SCHEMATICS

As you fight the Bandits you cut back through the dam control room. Grab the Plant Schematics that have been left on the central table.



Two Bandits occupy the lower level, so take them out from above and then move down the steps. Slip into the open door and eliminate the last two Bandits before grabbing the crafting supplies from the counter. Once the fight is over, Maria comes out of hiding. During a heated discussion, Ellie runs off.

RANCH HOUSE



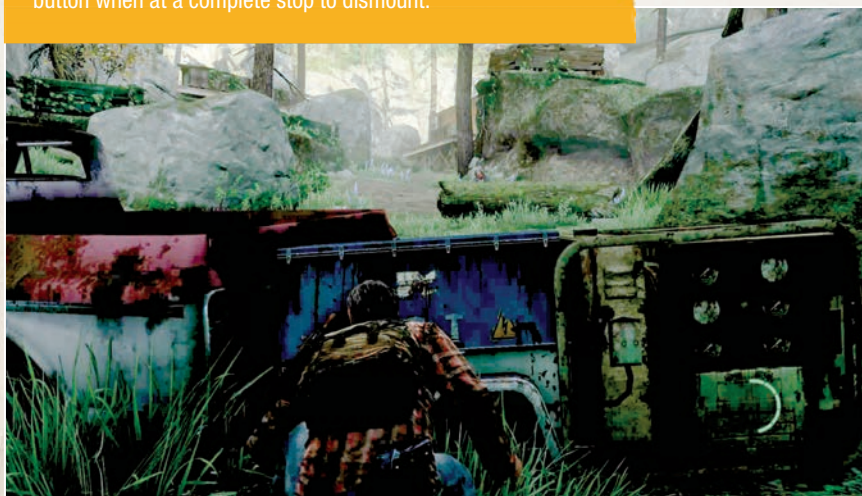
Tommy and Joel mount horses and leave to find Ellie. Follow your brother down the path and onto the street. Continue along the road and through a tunnel until you reach a dead end. Backtrack a little ways and turn left onto a dirt path.



THE HORSE

The horse's controls are basically the same as Joel's, with L1 causing it to sprint. The horse must be running to jump low objects, such as the logs along the trail. Press the Triangle button when at a complete stop to dismount.

Follow this trail down the steep grade and over a log, where an ambush knocks Joel off his horse. Immediately take cover behind the nearby truck. Three Bandits stand guard up the hill: one on the right ledge, another on the left, and a third behind a tree in the middle.



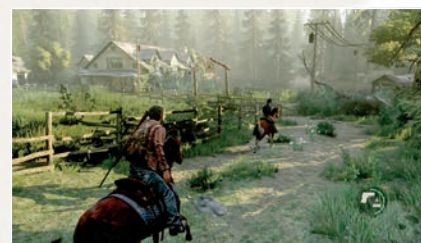
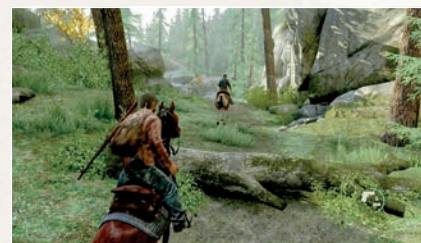
Run through the narrow path on the right and climb the ledges. The Bandits lose track of you. The closest guy starts looking for you, so wait behind the rocks until he moves the other way and strangle him from behind.



More Bandits arrive soon, so be aware. Return to the outside path, move left to the cabin, and grab the crafting supplies inside. Continue to stick to the outside route as you pick off the enemies. If you are spotted, retreat and take cover until they lose you again.



Once the Bandits are all defeated, return to the horses to mount up. Follow Tommy out the back of the area and up the trail to the left. Eventually, you reach Hidden Pines Corral. Tommy recognizes the horse that Ellie took.





Tommy interrupts Joel and Ellie as Bandits enter the house. As you sneak into the hallway, two already search the rooms ahead. A couple more enter downstairs. Work your way through the rooms and quietly eliminate the Bandits. Once the house is clear, exit the way you came in. Tommy, Joel, and Ellie ride away quietly. Joel learns that the Lab is located at the University of Eastern Colorado and decides to take Ellie there.



FIREFLY PENDANT 19



Enter the Hidden Pines Corral lodge and move to the house entrance in the far-right corner. A Firefly Pendant is on top of the desk in the corner.



COMIC 8








Enter the Hidden Pines Corral lodge and move upstairs. Enter the first room on the left. A Comic is on the bench against the far window.








CHAPTER 8

THE UNIVERSITY

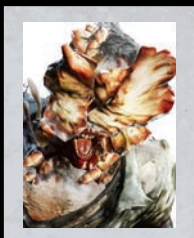
COLLECTIBLES

	Comics	1
	Artifacts	9
	Training Manuals	2
	Firefly Pendants	5
	Ellie's Jokes	0

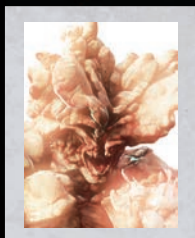
SUPPLIES

	Parts	240
	Tools	Level 4
	Supplements	95
	Shiv Doors	1
	Safes	0

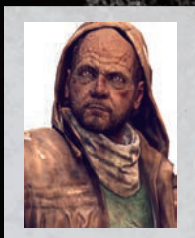
ENEMIES



Infected Clickers



Infected Bloater



Survivors

Riding together on horseback, Joel and Ellie arrive at the University of Eastern Colorado on a breezy fall day. Enter the grounds through the entrance on the right.



COMIC 9



Once you arrive at the university and before you enter, turn the horse around. Gallop up the hill all the way to the last passenger car, which is parked next to a delivery truck. A Comic is on the rusty hood.

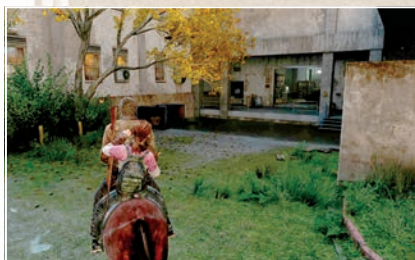




TO DORM

GO BIG HORNS

Cut through the parking lot to the far left side to find supplements, before proceeding through the gate. Just before the barbed-wire barricades, turn right, dismount, and enter the garage ahead. A Flamethrower rests against the car, parts and supplements can be found around the outside of the room, and a workbench sits to the left. This makes for a great time to upgrade your weapons. But don't expect to work on the Flamethrower; it requires the next tool.



FLAMETHROWER

The Flamethrower doesn't do a lot of damage with each trigger pull, but it does do damage over time. It's great against most infected enemies—you just need to spray enough fire to ignite them and then leave them alone. Be careful about holding down the fire button too long because you can run out of ammo quickly.



Go right from the parts and climb the stairs to the next floor. Exit to the balcony and grab the crafting supplies in the corner. Return to your horse and jump the barbed-wire barricade. Look up to the left to spot the Bighorns Welcome Home sign on the side of the building and talk to Ellie about mascots.



ARTIFACT 58

SNIPER'S NEST LOG

From the university depot where the Flamethrower was found, move up the stairs to the top level and exit out to the balcony. In the corner this log sits with some crafting supplies.



MELISSA SMITH LIBRARY

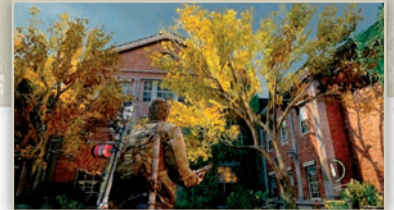


Run up the hill, go up the steps on the left, and enter the library. Gallop down and to the right, where a gate blocks your access. Hop off the horse and open the gate. Ellie stays behind as you decide to investigate a noise.

FIREFLY PENDANT 20



After riding up the hill, turn right and approach the trees ahead. A Firefly Pendant hangs from a low branch of the lighter-colored tree.



Grab the parts off the table against the opposite wall. Go up the staircase located near Ellie to find supplements on a chair. Continue down the hall and around the corner.



An Infected Runner can be seen walking around ahead. Four more hang out in the room to its left. Approach the next opening and when the Runner walks away from you, take it down with melee attacks. Pull out your gun and eliminate the other four infected enemies. Inside that room, interact with the generator. Press the Triangle button at the correct times to start it up. This gives power to the library entrance.





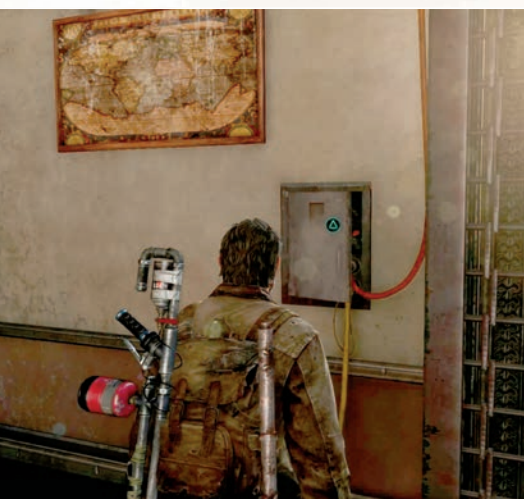
ARTIFACT 59

WALL PANEL NOTE

After getting the generator started in the library, opening the panel next to the gate flips the switch and opens the exit. Hanging on the wall next to the panel is this note.



PLAZA AND COURTYARD



Return downstairs and follow the yellow cord to a panel near the building entrance. Use it to open the gate and exit to the plaza. Gallop up the steps to the left and approach the barricade ahead.

FIREFLY PENDANT 21



Before you jump into the courtyard, climb onto the overturned dumpster on the path's right side and continue into the room above. A Firefly Pendant is on a desk inside.



Get on the horse and hurdle the barrier to reach the courtyard. Approach the overturned delivery truck ahead, dismount the horse, and enter through the back side. Inside you find parts and supplements. Move over to the building on the fountain's opposite side from the stadium. Enter the open window and climb the steps until you can exit to the roof. Turn left, enter another open window, and search inside to find crafting supplies, supplements, and parts. Hop down and remount the horse.

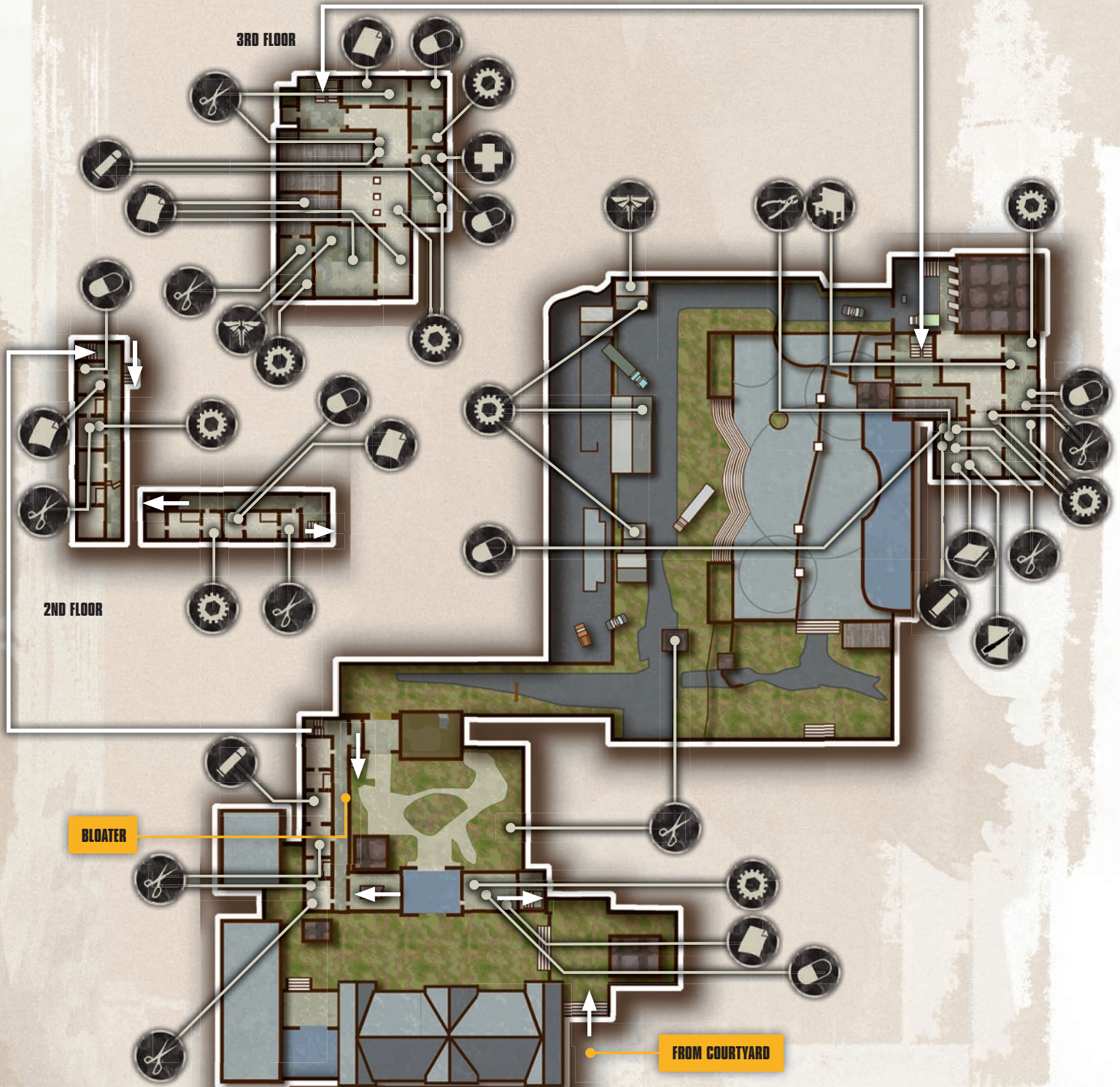


TRAINING MANUAL 9 HEALTH KIT UPGRADE #2

Run up the stairs inside the building on the opposite side of the courtyard from the stadium. Climb out on the roof and enter the open window. Sitting on the desk next to a fan is the Health Kit Training Manual. This teaches the effectiveness of sterilization in wound treatment, making Health Kits another 33% stronger.



ALARCON HALL DORMITORY





Head out of the courtyard opposite from where you entered and look for the Firefly logo on the building straight ahead. Press the Triangle button when you see the conversation prompt for a comment from Ellie. Turn left and enter the archway in the middle of the dorm.

Dismount your horse, duck inside the opening on the right, and collect the parts on a shelf to the left and supplements off the desk. Move through the other doorway to find the stairwell. Climb to the second floor and find crafting supplies in the first room. The second room holds parts, supplements, and supplies in the drawers, and the third room gives you parts. Arrows can be found in the last room.



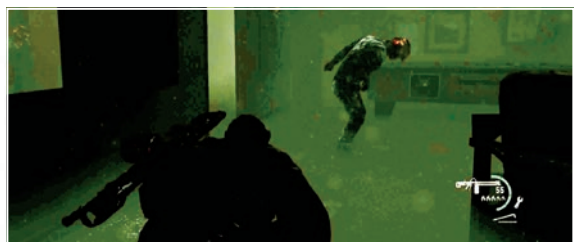
ARTIFACT 60 UEC CAMPUS MAP

After ducking under the furniture barricade to get into the dorm's main office, walk to the counter on the right and find an Artifact. It is a campus map with the location of the Fireflies marked.



ARTIFACT 61 STUDENT'S JOURNAL

In the second room after climbing the first stairwell, Room 202, search inside the drawer next to the door to find the Student's Journal.



Drop into the hole in the hallway and fall to the bottom floor just as a Clicker enters the room. Three more Clickers wait in the hall and a Bloater is located further down. Move into the hall and take out the Clickers with a couple Shivs, or sneak around them into the dorm room across the hall (just be sure to check on their location frequently).

Enter the first dorm room and grab the crafting supplies from the back cabinet. Cut through the connected bathroom and search the next room for supplements and supplies. It is possible to distract the Bloater in the hall and then sneak through the last room and make a silent getaway. There are parts sitting next to the desk in the hall, so it is worthwhile to take the infected down with your flamethrower.



FIREFLY PENDANT 22



After defeating the Bloater in the dormitory, be sure to loot the body as it drops Firefly Pendant 22.



Grab the parts, move to the end of the hall, and attempt to open the double doors. A vending machine rests against the other side. Rapidly tap the Square button to knock it out of the way and, if you did not already deal with the foes, narrowly escape the infected enemies' pursuit. Run up the flight of stairs and enter the hallway. Enter the first room on the right and grab the supplements from the desk. Search the second dorm room for crafting supplies and parts in the desk drawer.



ARTIFACT 62 NEWSPAPER CLIPPING



After defeating or escaping the Bloater and climbing the stairs, enter the first room on the right, Room 209. Sitting on the mini fridge is this Newspaper Clipping.



DORM COURTYARD

Now head the other way, around the corner, and exit through the double doors. Ellie waits with the horse at a gate across the courtyard, but the gate needs power to open. Grab the cart that holds a generator and take it to the panel next to the gate.

Before plugging the cord in, run to the far wall next to the bike rack and pick up some crafting supplies from the trash pile.



With the power cord plugged into the generator, start it up and use the panel to set Ellie free. Jump on the horse and exit out the other side of the courtyard on your way to the science center.

LAB GROUNDS

Turn right, hop the short barricade, and approach the lab grounds. There are plenty of items to pick up in this area, so hop off at the first tent ahead. Crafting supplies sit on the shelves inside. Continue past the next tent and search the third for parts hiding in the overturned shelves. Run to the two tents in the far corner and find parts in the right one. Remount the horse and jump the barricade.



FIREFLY PENDANT 23



In the lab grounds, search the last tent in the far corner for a Firefly Pendant.



To the right is a gate, but it's too high to scale. Dismount the horse and grab the dumpster on the left. Push the dumpster toward the gate and release it as you start downhill. The dumpster smashes the gate open.

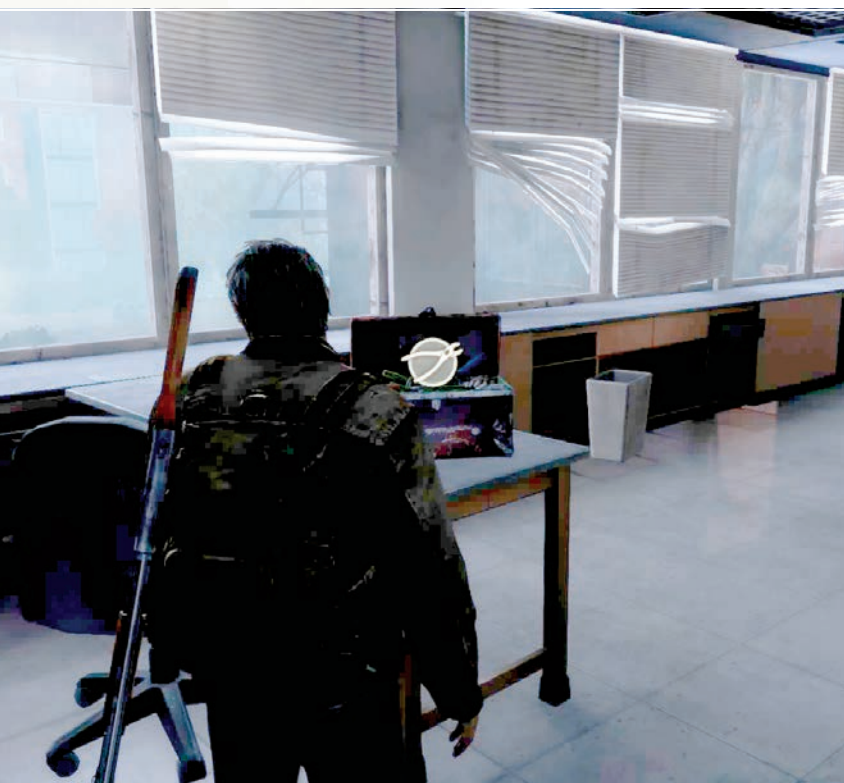


SCIENCE BUILDING

Grab the dumpster again and place it next to the delivery truck. Now you can climb the vehicle and enter the second floor of the science center on the right. Enter the adjacent lab and look in the locker for parts. A workbench is in the corner, if you want to spend some of those parts you've collected, but you may want to enter the next lab first.



Go through the nearby door and grab the supplements from a cabinet, and the crafting supplies from a drawer on the left. Join Ellie in the hall and search the counter on the left for more supplies. Proceed through the double doors and search a cabinet in the left lab for parts. Use a Shiv on the lecture room door on the right, where you find more supplies, ammo, supplements, parts, and the **Level 4 Tools**.



Turn left and cut through the door to the wall-mounted monitor's right. Immediately turn left and move through the open door. Crafting supplies can be found in a cabinet on the far side. Enter the adjacent lab and search a drawer in the far corner for a bottle of supplements. Parts can be found inside a drawer in the next lab.



TRAINING MANUAL 10

MOLOTOV UPGRADE 2

Still on the second floor of the science building, use a Shiv on the lecture room. Sitting on the first table inside is a Training Manual. This teaches the proper use of an incendiary device, which increases the explosion radius of Molotov Cocktails by two times.



Exit through the double doors and move to room 102's balcony through the left door. Follow the walkway out the opposite doorway and investigate the paperwork that sits on a crate near the stairs. Run up to the third floor.

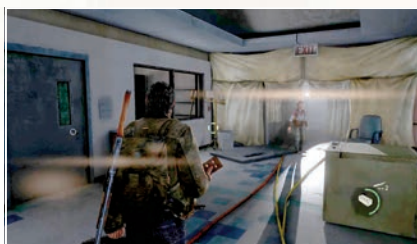
ARTIFACT 63 OFFICE RECORDER

Once on the third floor, enter the door on the left and immediately enter the storage room to the left. Lying on the far table is a recorder.

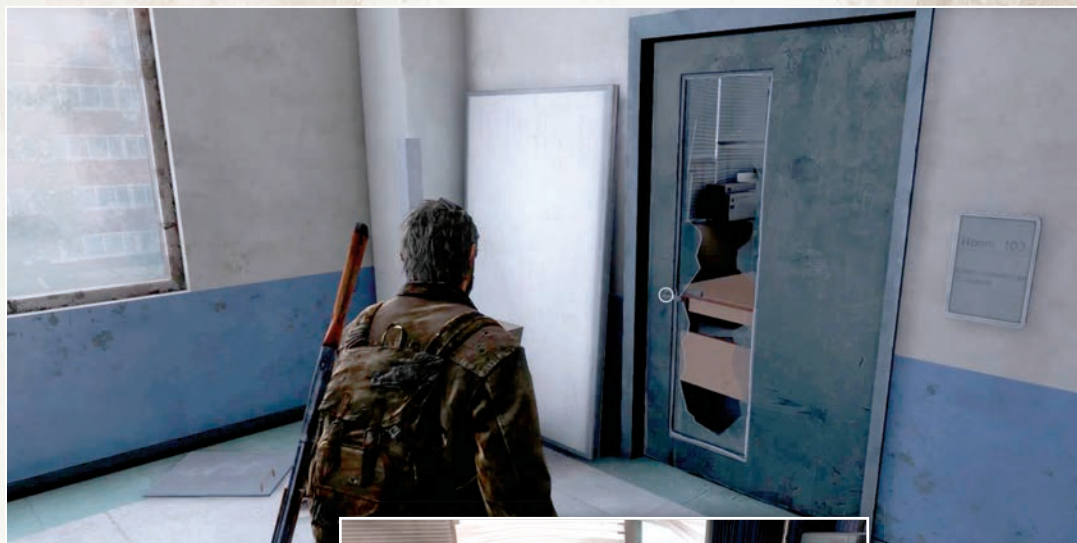




A nearby open door guides you to yet another lab. Cut through to a storage room on the other side, where supplements sit on a shelf. Search a cabinet along the left wall of the next lab to collect parts. Exit out to the hall and search a drawer for ammo and supplies. Then meet up with Ellie in the next room, where more parts can be found in a nearby cabinet.



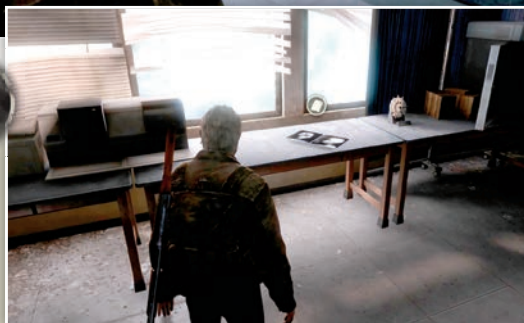
Noises continue to be heard from further in the building. Follow Ellie through the short tunnel and enter the door on the right. Monkeys are messing around in the lab. Move into the connected lab, grab the parts from the left cabinet, and then open a drawer to the right to find crafting supplies. Interact with the door on the right, and then jam on the Square button to bust in. Joel picks up a digital recorder from the desk, which gives them information on where they need to go next.



ARTIFACT 64

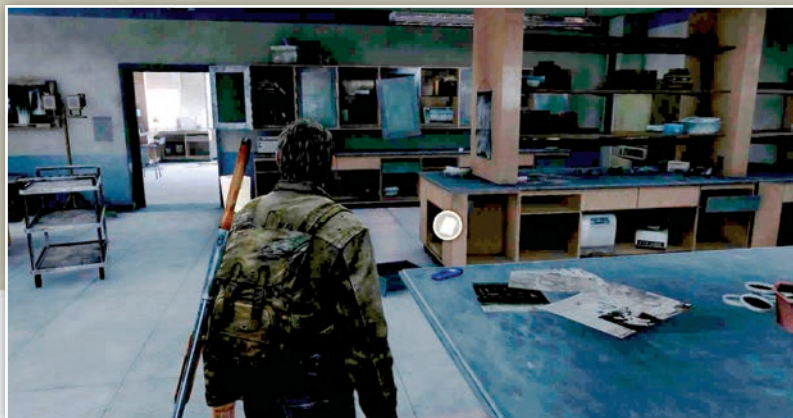
FUNGAL X-RAYS

After following Ellie through the short tunnel, turn left and move over to the far table. There you find a set of x-rays.



ARTIFACT 65 LAB RECORDER

After discovering the monkeys inside the laboratory, move over to the big table on the right. Another recorder sits on the corner.



FIREFLY PENDANT 24

After finding the loose monkeys in the laboratory, flip on your flashlight and search the shelves on the room's right side to find a Firefly Pendant.



ARTIFACT 66

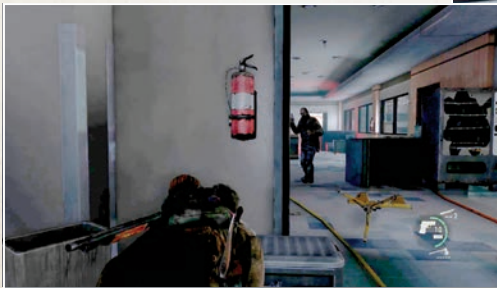
FIREFLY'S RECORDER

Grabbing this digital recording in the lab office adds it to your collection. This can be listened to again by selecting it from your Artifacts.



SPOTTED BY THE SURVIVORS

A Survivor searching a lower floor spots Joel. Retreat the way you came until you run into another Survivor. Beat the first two down and move into the labs on the right side of the hall. Use the cover to take each one down as you make your way back to the staircase.



USE THE FIRE EXTINGUISHER

After taking down the first two Survivors, you can shoot the fire extinguisher that hangs on the wall next to the hallway to stop the other enemies from shooting at Joel. This allows you to escape through the balcony door.

Quickly run to the second floor and take cover behind the supplies as two more Survivors enter the room. Kill them as you approach the balcony ahead. A third enemy waits to the left, so get your gun ready, peek around the corner, and take him down.

Walk onto the balcony to the right and open the door at the other end. A Survivor busts through and grabs Joel. Use the Square button to knock him off as both of you fall to the first floor.

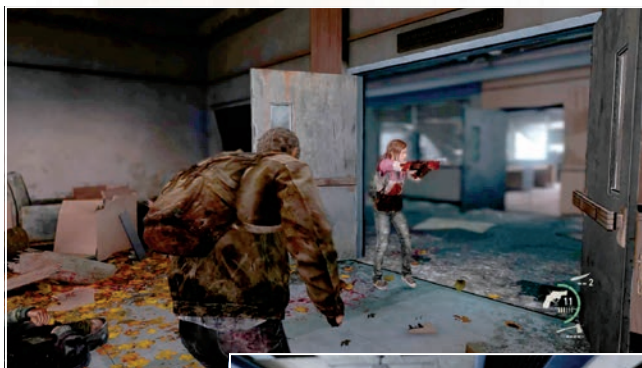




Joel lands on a piece of debris that goes right through him. After he shoves Ellie out of the way, eliminate the two Survivors that bust through the double doors. Then, once Ellie helps you off the rebar, slowly follow her into the lab and through the window.



Two more enemies appear at the top of the stairs, but don't bother trying to kill them. Joel collapses. After Ellie dispatches the foes, she helps you to the exit. Follow her outside, where you get on the horse and escape the university.








When an enemy shows up, Ellie goes around the left side of the table. Do not attempt to shoot this guy until she distracts him. Once he is killed, follow Ellie to the hallway and into the north hall.








CHAPTER 9

LAKE-SIDE RESORT

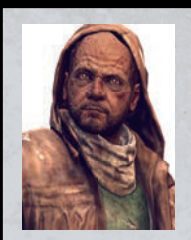
COLLECTIBLES

	Comics	2
	Artifact	12
	Training Manuals	1
	Firefly Pendants	2
	Ellie's Jokes	0

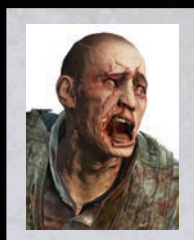
SUPPLIES

	Parts	57
	Tools	0
	Supplements	10
	Shiv Doors	1
	Safes	0

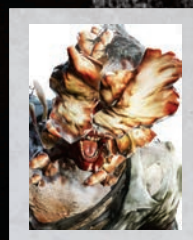
ENEMIES



Survivors



Infected Runners



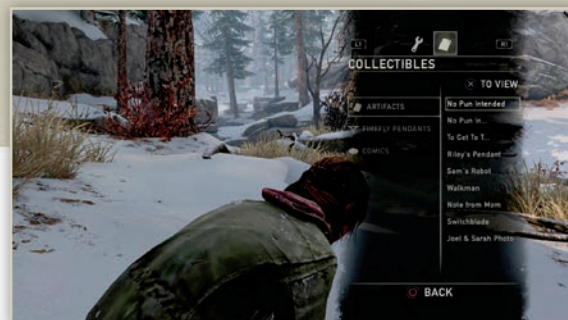
Infected Clickers

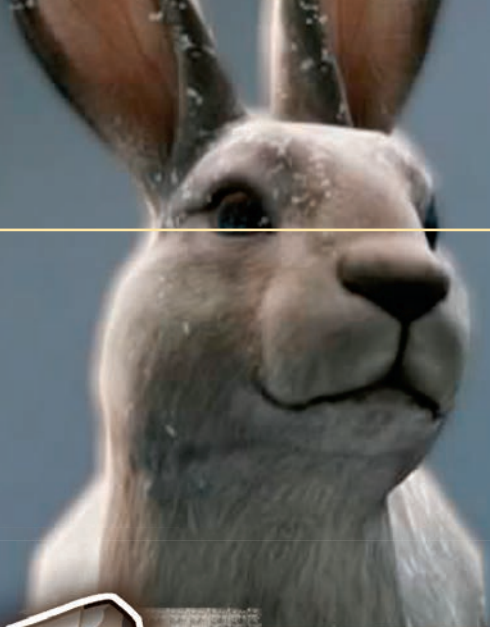
As winter begins, Ellie has found a good spot to set up camp. She's become proficient with the Bow, using it to catch food for the two of them.



ARTIFACTS 67-75

Since you now play as Ellie, you have her backpack. As Ellie, go to the Select menu and choose Artifacts from the Collectibles. The contents of the bag are automatically added to your Artifacts. This includes: No Pun Intended, No Pun Intended: Volume Too, To Get to the Other Side, Riley's Pendant, Sam's Robot, Walkman, Note from Mom, Switchblade, and Joel & Sarah Photo.





THE HUNT



Ellie spots a buck in the forest and stalks it with her Bow. Move forward and the deer takes off to the left. Quietly climb the ledges along the left side. Again, you spot the deer further in the woods, so drop down and sneak in that direction. It doesn't run this time unless you get too close, make a noise, or fire an arrow.





Just before you reach the boulder in the middle of the forest, aim your Bow at the deer. Place the end of the arrow's trajectory in the center of its body and release. When the deer takes off, sprint after it. Before the next ridge, go into stealth mode. The deer comes to a stop just ahead along the rock ledge. Continue toward it until you're next to the first rock ledges on the left. Again, put an arrow into its body.



The deer takes off. Pursue it up the hill to the left. Cut through the narrow opening in the rock where you spot its blood trail. Follow this trail to the left and down the hill. The deer takes you up the hill to the right, through a narrow opening, and over a fence.

Some kind of village is ahead. Continue to the right, drop off the ledge, and follow the blood into the barn. Enter the doorway on the left to find crafting supplies inside. On the

other side of the structure, you find the deer where it has finally died. As Ellie studies the kill, two strange men, David and James, appear. A deal is struck to trade deer meat for antibiotics, so James heads back to the camp. David hands over his rifle and the group moves into a shelter.



COMIC 10

Follow the blood trail into the barn and enter the small room on the left. Hiding inside a desk drawer is a Comic.



DAVID

David's clan has made their home in Bear Creek Lodge near Whitefish Lake. He seems very charming and friendly, but does his charm belie other motivations?



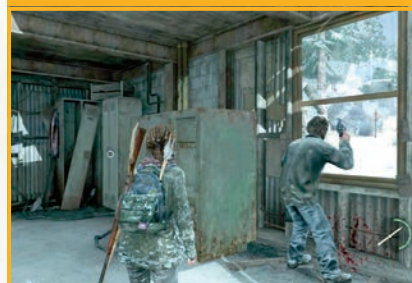
DEFENDING AGAINST THE INFECTED

Eventually, an Infected Clicker enters the building as David pulls out his handgun and takes it down. Now, you must help David defend the place from an onslaught of infected. Runners enter the structure from both sides. Try to eliminate them before they get through the windows. They tear down the boards, making entry easier for the later waves of foes. A Health Kit can be found in the corner locker.



GIFTS FROM DAVID

The infected often carry rifle ammo. But if you run out, you can also get some from David. He offers it when you run low. He also gives you Health Kits when you are badly hurt.



SHE'S CARRYING A KNIFE

Ellie has a knife, so it's possible to kill the Runners with melee attacks. Be careful to not get overwhelmed. Use this tactic on the final enemy of the waves.

Be sure to use the time between enemies to reload your weapon, since it only holds three bullets. Once these Runners are defeated, David starts to move a cabinet in front of the windows. Step to the left side of it and help him.

Once the onslaught is handled, David decides to flee out the back door. Go through the door and up the stairs as two Clickers follow. Shoot at them as David pushes a cabinet in front of the door.

Once inside the plant, search the booth to the left for crafting supplies. Follow David up the stairs and across a walkway. Once you jump over an obstacle, the platform collapses, sending Ellie to the ground.



The next wave of infected consists of more Runners and two Clickers. Take out each Clicker as soon as you spot it, because it will kill Ellie immediately when it reaches her. At

least with the Runners, if you are doing okay on health, you have the opportunity to push it off and dispatch it with your knife.





Four Clickers appear in the building, so be cautious as you progress through the maze of machinery. Duck through the hole to the right and search in the corner for more supplies. Pick up the brick too, as it's useful against the infected.

You are pretty limited on ammo, so only fire at the Clickers if you must. If one lunges at you, be ready with your knife and press the Triangle button when prompted. Use listen mode to find the enemy locations and



throw a brick far away if you want to move the Clickers in a different direction. Always watch your back so one doesn't get you from behind. Clickers can also be easily handled by throwing a brick directly at one and following that up with Ellie's knife.

Proceed around the first wall and drop into the hole in the floor. More supplies are on the ground. Head for the far corner and climb the ladder on the left wall. David takes down an approaching Clicker.



Follow David until you reach a dead end. Turn around and look up at the ledge. Interact with it to get a boost from David. Follow the walkway to the right and on the far wall. From the right, a Clicker emerges. Approach quietly, using the circular path to get behind it, and eliminate it with Ellie's knife.

FIREFLY PENDANT 25



After climbing the ladder to the walkway and eliminating the Clicker, enter the room on the left. A Firefly Pendant is on a wooden crate inside.



Duck into the room on the left to find more supplies. Follow the walkway until you find the ladder and push it off to David. He moves it over to the other wall, so drop down and climb up. Exit through the open door and take the walkway to the mining camp elevator.



Move up the steps and collect all of the crafting supplies, a Nail Bomb, Molotov Cocktails, and ammo near the corpses. Make more Nail Bombs and Molotovs if possible. You may need all of it for the upcoming fight. Interact with the bodies to discuss them with David.

Get ready as Runners enter from the walkway. More Runners and Clickers arrive from multiple locations. From the upper level, scan the area and take out enemies from afar. When Runners get close, dispatch them with your knife. It's easy to get overwhelmed by Clickers if you don't kill them early. If this happens, run to the lower level. Always be ready to run.

USING DAVID AS BAIT

When a Runner or Clicker grabs David, it is a one-hit kill with Ellie's knife. This allows you to save ammo during this tough fight.

CONSERVE AMMO

A great way to save on your precious ammunition is to use the bottles and bricks. Throw one directly at a Clicker and rush in with your knife to take it down."



After a while, a Bloater shows up. Immediately throw a Molotov Cocktail at it, and then take out any remaining Runners. Keep putting arrows or bullets into the enemies until the building is finally cleared.

Join David in the walkway and talk to him. He and Ellie return to the buck and wait for James to arrive with the medicine. After an uncomfortable conversation, Ellie rides to the hangout and administers the antibiotic.



ELLIE LEAVES THE HIDEOUT

Ellie is awoken by noise outside. Survivors search the area, so she decides to lure them away. After mounting the horse and eliminating the attacking Survivor, sprint down the street. Enemies are on each side of the road; pick your route accordingly.



KNOCKING THEM OFF

If a Survivor manages to grab Ellie as you ride by, rapidly press the Square Button to kick him off.



Steer to the truck's right and then weave around the next obstacles in the road. Go left of the semi, keeping the horse at a sprint. Remain left at the rocks ahead and cut between the two buildings.



Steer right of the trailer and remain on that side until the horse is taken out and Ellie falls. Run to the cabin ahead and enter through one of the back windows.

BEACH RESORT

Proceed to the front of the cabin, but be careful—three Survivors search for you at the beach resort. Search a drawer in the living room for crafting supplies, before exiting out the front door. Stay on the move through the resort, since the Survivors head in your direction no matter where you go. These foes can be avoided by using cover and staying to the far right or left side. You can also take them out with stealth kills or good old-fashioned firepower.



FIREFLY PENDANT 26



From the initial cabin at the beach resort, head out the front door to the porch. Go right and enter the gazebo. A Firefly Pendant rests on a bench.



MORE SURVIVORS

If you attract attention in the resort, two more Survivors appear. Otherwise, they show up when you reach the steps at the other end.

Search the first house on the right for crafting supplies. Also search the women's bathroom beyond the two cabins for more supplies. If you wish to collect everything, you need to move up the beach-side too. Supplies can be found in Sadie's Lakeside Snack Bar.



UPGRADING ELLIE'S WEAPONS

It is possible to get a Shotgun or handgun from a dead Survivor. This could make things easier later on, but it is not necessary.

BEAR CREEK LODGE

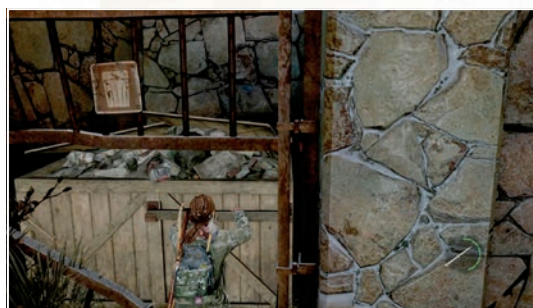
Drop off the platform and crouch. Three more Survivors populate the lodge grounds. Move up the far-right side onto the back patio of the lodge. Watch the enemies' movements and proceed into the yard when it's clear. Make your way around the back of the building and climb over the short stone wall.



Climb onto the big wooden crate next to the Lodge and drop into the hole to enter the restaurant. Crafting supplies can be found at the booth in the back-left corner. Move toward the center of the building and turn left before going through the door. Enter the doorway marked exit and descend the steps to find more supplies.



As you approach the steps near the Whitefish Lake sign, two more enemies appear (if you haven't attracted attention). Hide behind the big sign and let them pass. Climb the steps and follow the Cliffside Walk to the left, sidling along the edge when the path goes missing.



Further down the trail, drop off the ledge and cut through the pipe on the right. Move past another drainage pipe on the right. When you reach a garbage dumpster, interact with it and pull it away from the wall. Now, enter the pipe and follow it to find Bear Creek Lodge.

COMIC 11

After following the Cliffside Walk along Whitefish Lake and cutting through the first pipe, climb the nearby steps. A Comic is on one of the benches.





Exit through the door into the lodge and grab the supplies on the right counter. As you step down to the lodge's front area, the Survivors notice that you are inside, so stay on the move. Two enter from the back and two wait in ambush in the front room.



Sneak to the counters and stay behind them as you continue toward the entrance. Use listen mode to see where the two guys are as you enter the front room. Sneak up on them to get the jump on one of the Survivors. Use your knife to eliminate the other. Pick up the crafting supplies as you run to the entrance. Rapidly press the Square button until you bust through the door. David shows up and captures Ellie.

CABIN RESORT

JOEL WAKES UP



Joel wakes at the hideout, only to find Ellie is absent. He's still not 100 percent, but he can get around. Grab the ammo and go upstairs. Find crafting supplies inside the garage and exit out the garage or front door.

Sprint to the van on the road's left side. Four

Survivors advance from both sides of the house ahead. Start by taking out the two located to the house's left. The others retreat to the backyard, so move to the fence.





Take cover at the gate and eliminate another foe. Now they retreat next door. Follow them into the neighbor's backyard, take cover behind the fence, and kill a fourth enemy. Step inside the back of the house ahead to collect the parts and crafting supplies sitting on the kitchen counter. Go around the left side of the house. As you climb over the air conditioner unit, you are ambushed by the last two men. Rapidly press the Square button to break free and knock them out. Joel interrogates the Survivors and learns of Ellie's location.

ARTIFACT 76 LAKE RESORT MAP

The Lake Resort Map is automatically gained from Joel's interrogation of the two Survivors.



ELLIE ESCAPES

Ellie manages to escape David's clutches and hops out of the window with just her knife. Head down the alley and make a right at the intersection.



duck under the toppled shelves to find a Health Kit.

Move the cart away from the door and enter the front of the Faithful Dog Pet Store. Immediately hop out the left window and move

into Larry's TV & Stereo. Turn left and enter the office to find another Health Kit inside the desk drawer.

SURVIVOR'S ANNOUNCEMENTS

The Survivors tend to announce when they search certain buildings. It's a good idea to exit a store if someone says they are entering that store.

Continue through the bathroom and hop out another open window. Move down the alley and take cover behind the overturned newspaper dispenser. Check the enemies' locations. When it appears safe, sneak left to the dead end and cross the street to the post office. Cut through the alley and duck under the stairs.

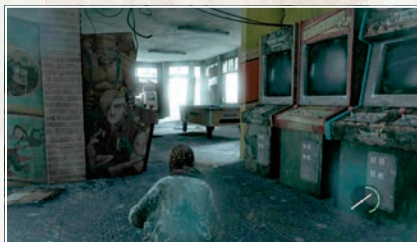


Move around the postal trucks, continuing to check where the Survivors are located. Climb the steps to the left and duck into the small opening. Sneak around the car and then through the opening in the fence to the right. Go around the truck and duck through the cut chain-link fence.

USE LISTEN MODE

Remember to use listen mode to locate the Survivors inside and out of the buildings. That way, it's tougher for them to get the jump on you.





Continue down the narrow alley, past a brick building on the left, and up the steps ahead to reach Andrew's Arcade. Be careful as you cut through this building and hop out a window on the right. When it's safe, proceed down the sidewalk and move around the outside of the school bus.

STEAKHOUSE

Enter the alley on the street's other side and follow it until you spot a dumpster on the left. Use the dumpster to climb through the window above. This drops you into the back office of the steakhouse.



Grab the Health Kits in the far corner and the kitchen. Make your way to the front door and exit the restaurant. David grabs Ellie, but she manages to escape into the building. This begins a three-stage fight with the Survivor.



Proceed around the booths to the right in a counter-clockwise movement until you step on the plates on the ground. This gets David's attention and changes his direction. Immediately move around the other way until you're behind David and stab him with your knife. This angers him and causes him to pull out his machete.



David also carries a handgun. If he spots you from a distance, he fires his gun at Ellie. At close distance, he pulls out his machete and strikes her. Be careful—David instantly kills you if he sneaks up behind you.

NOISE MAKERS

Watch out for the broken plates that litter the floor. Stepping on them makes a loud noise, which alerts David to your position.



Sprint away and take cover, using listen mode to keep tabs on him. Watch his movements closely and move when he moves. Try to stay relatively close to him, but out of sight. Once he stops, get behind him and finish him off with a third stab.



ESCAPE TO COVER

If David manages to spot you or hears you make a noise, run to a new area and duck behind cover.



DISTRACTING DAVID

Bottles and bricks can be found all over the restaurant floor and counters. Throwing one causes him to stand up and look around, which works well if you have lost him.



Sprint to the far-right booths and take cover behind them. From here, you can monitor David's movements and work from side to side to avoid detection. As he moves down the ramp behind the booth, circle around to get behind him and strike him again with the switchblade.



JOEL HEADS TO TOWN



After Joel enters Donnerville, crouch and enter the service station on the right. Four Survivors search the area ahead, while a fifth stands guard atop a trailer. Once you reach the trailer, two more join the fight from the other side.

In the next room, search behind the counter for crafting supplies. The enemies enter the building, so be ready to take one down with a stealth kill if needed. If you do kill one of the Survivors, another enemy will search the area, but you never face more than seven in all.



FLEE THE SERVICE STATION

If you're spotted by one of the Survivors, sprint out of the gas station and take cover behind the Donnerville sign. Remain there until they calm down, and then proceed.

Exit the gas station the way you entered and run to the stone wall ahead. Move along this wall to the right until you find a truck with supplies in the back. Quietly return to the street and walk along the left side, hugging the motel on the left. Enter the open door and exit out the back. Use a Shiv on the storage shed to the left to find Parts, Supplements, and crafting supplies.



USE LISTEN MODE TO SEE THROUGH FOG

A freezing fog hinders your sight in this town, so use listen mode often to see where the enemies are patrolling.

TRAINING MANUAL 11

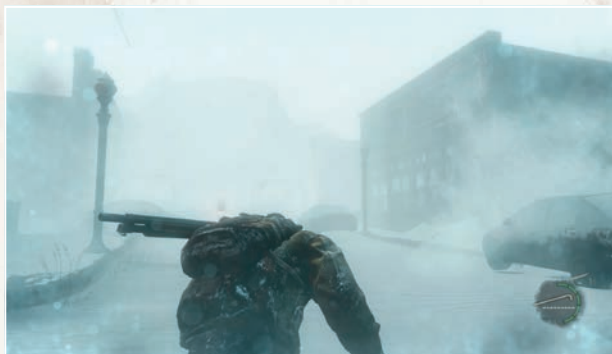
SMOKE BOMB UPGRADE #2

Cut through the motel room and jump out the bathroom window to reach the back alley. Turn left and use a Shiv on the storage shed to find another manual. It teaches the proper shaping of an incendiary smoke screen device, causing the smoke to last 20 seconds longer.



Exit through the back window and sneak around to the right, continuing through the alley. Stick to the far left walls to avoid being spotted. Before stepping into the open, make sure the guard is looking straight ahead.

Continue to sneak along the far left and use listen mode to spot two new foes moving through the trailer. Immediately turn around and move into the alley, behind the wall on the right.



Watch the two men until they move past the alley opening. Sneak along the far left and slip into the trailer. Once through the other side, move up the street's right side as a couple more guys arrive on the left. Continue up the sidewalk until you reach an alley on the right. Follow it to an open door at the back of a meat shop. Cut through the shop and exit out the front.

ARTIFACT 77

ELLIE'S BACKPACK

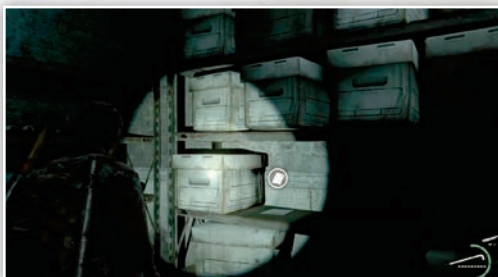
Just as you enter the back of the meat shop, Joel picks up Ellie's backpack that sits on a shelf in the back room. This gives Joel the picture of him and his daughter along with the rest of her belongings.



ARTIFACT 78

MEAT LEDGER

Once you enter the back of the meat shop, turn right and grab the note that sits on the shelves.



BACK AT THE STEAKHOUSE






The scene shifts back to the steakhouse, where Ellie wakes. Push forward as she attempts to crawl away from David. Continue to move ahead when you get the opportunity again. When David grabs Ellie around the throat, rapidly press the Square button to push away from him. When the triangle icon appears, press it to finish him off for good.








CHAPTER 10

BUS DEPOT

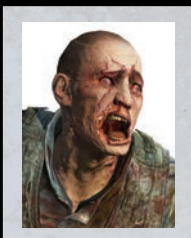
COLLECTIBLES

	Comics	2
	Artifacts	3
	Training Manuals	1
	Firefly Pendants	3
	Ellie's Jokes	0

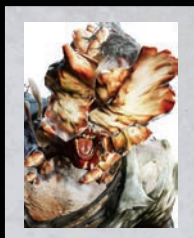
SUPPLIES

	Parts	150
	Tools	Level 5
	Supplements	40
	Shiv Doors	1
	Safes	0

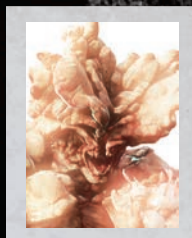
ENEMIES



Infected Runners



Infected Clickers



Infected Bloaters

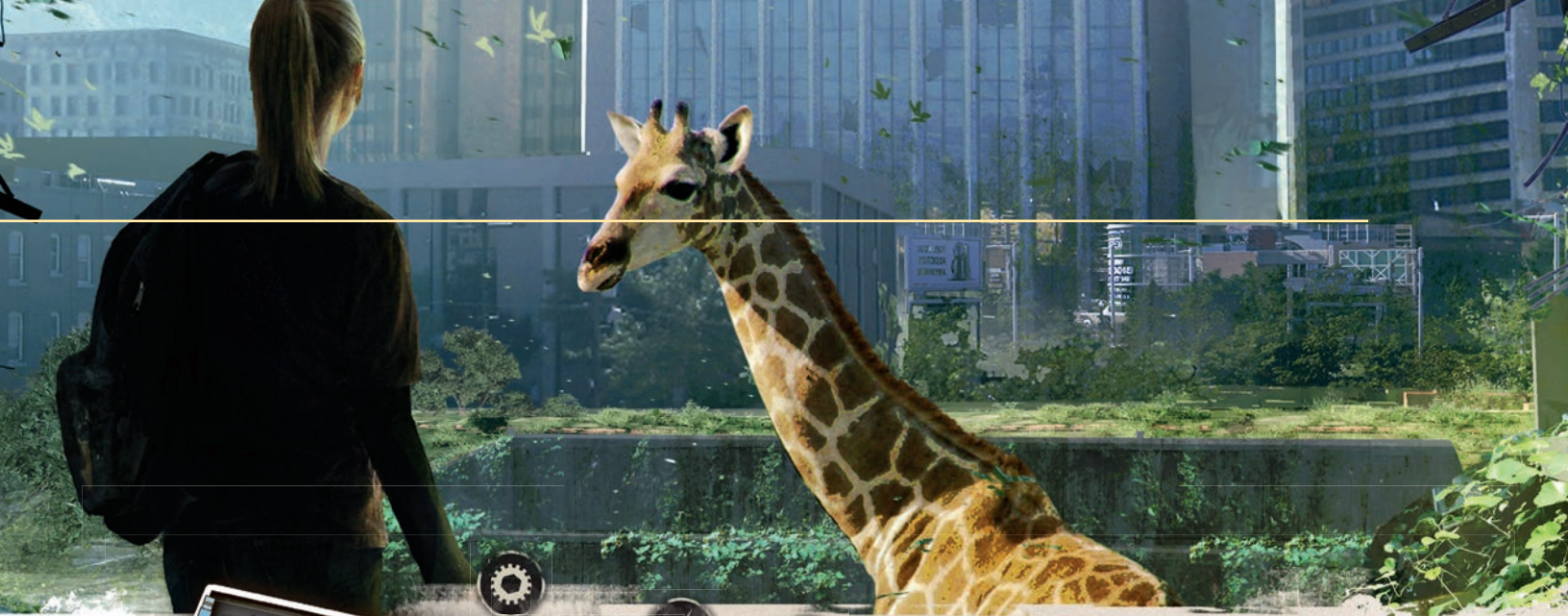
As spring arrives, Joel and Ellie find themselves on the freeway just before the Salt Lake City hospital exit. They've been on this journey for most of a year and it finally looks like they will reach their destination. Run down the freeway toward the exit.



HIGHWAY EXIT

Slowly walk with Ellie at the start of this area until Joel says, "What do you say?" Interact with her to start an Optional Conversation. Step inside the camper in the middle of the road and search the cabinets for crafting supplies and supplements, along with some parts on the floor. Approach the Air West sign on the right and talk to Ellie about a dream she had. There is one last place to search before exiting the freeway. Run to the burnt-out van further down the road to find more parts behind it. Now you can exit the road by dropping off ahead or descending the exit ramp.





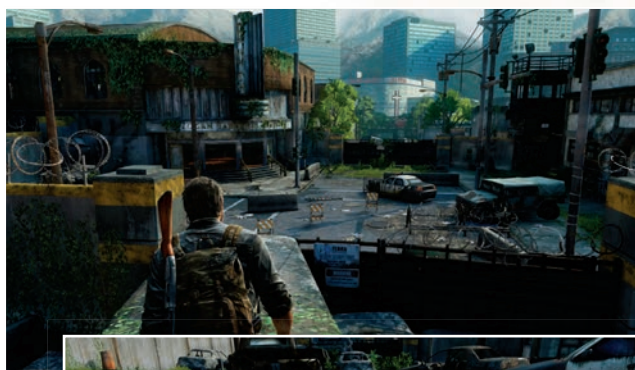
ARTIFACT 79

FAMILY PHOTOGRAPH

Before exiting the freeway, enter the camper in the middle of the road. Search the dining table to find an Artifact, a family picture.



Near the bottom of the exit, hop the rail into the grassy area on the right and find a supplement plant. Move down the road toward the city and use the cars to get on top of the bus and jump the gate. Saint Mary's Hospital can be seen in the distance.



FIREFLY PENDANT 27



As you descend the freeway exit, run past the school bus and make an immediate left. Hop the rail and search near the orange barrels to find a Firefly Pendant in the rocks.



Gather more parts on the other side of the military vehicle on the right. Then enter the bus station on the intersection's left side. Go downstairs and search the lockers for parts and supplements. Also search around the luggage on the left wall for crafting supplies.



ARTIFACT 79 NOTE TO WIFE

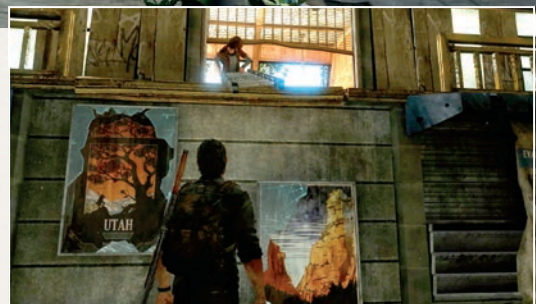


Rummage through the luggage that is located along the wall that is opposite the ladder. Sitting amongst the debris is a note.



Approach Ellie at the bench planter and find out how she is doing. Move to the wall between the ATM and lockers and look at the ladder on the ledge.

Interact with the ledge to call Ellie over and then give her a boost. She drops the ladder down to Joel as she runs off in a hurry. Grab the ladder, place it against the wall, and climb up.



Follow Ellie as she cuts through the café and break room, across a walkway, and into the next building. There you can see a giraffe as it stops to feed on the plant life. Approach the animal and interact with it to give it some attention. Follow Ellie up a stairwell and onto a rooftop, where you get a good view of a herd of giraffes.



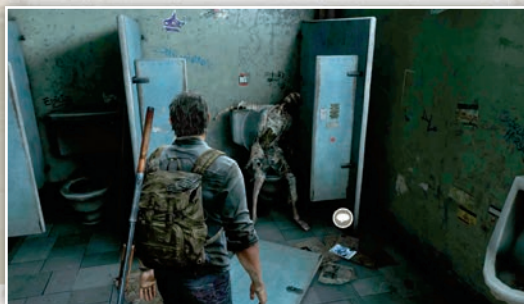
Talk to Ellie to enjoy the view together. Once you're ready to go, leave the side of the roof and enter the roof access. Descend the stairs and enter the first floor to reach the Logan James Bus Station waiting room. Search near the vending machine and around the opposite wall for crafting supplies and parts. Follow Ellie outside to another military safe zone.



COMIC 12



As you cut through the bus station and enter the waiting room, turn to the right and go inside the men's restroom. A Comic is on the floor next to a stall.



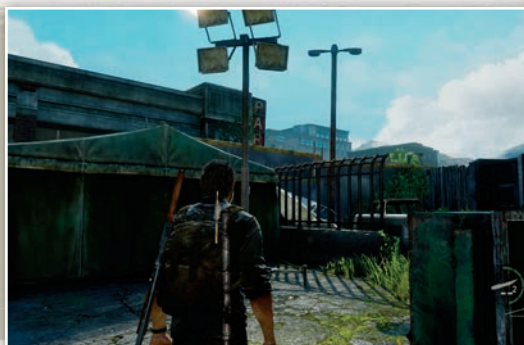
Immediately turn left and run to the toppled dumpster to find parts next to it. Enter the nearby tent to find crafting supplies. Then move into the big tent next door. Supplies can be found along the left side, supplements are on a hospital bed in the back of the tent, and **Level 5 Tools** are located on a table.



FIREFLY PENDANT 28



Move beyond the big triage tent and continue to the other side of a portable restroom. Look up at the top of the lighting fixture. A Firefly Pendant hangs from one of the lights.



In the far-right corner of this area, inside a small tent, find supplies, ammo, parts, and a workbench. Exit the tent and approach the Salt Lake bus that blocks the exit. Talk to Ellie, enter the bus, and exit through a hole on the other side.

ARTIFACT 81



SALT LAKE Q.Z. MAP

Inside the small tent in the triage area's far corner (where the workbench sits), grab the paper from the table. This gives you a map of Salt Lake City, showing the route to the hospital.

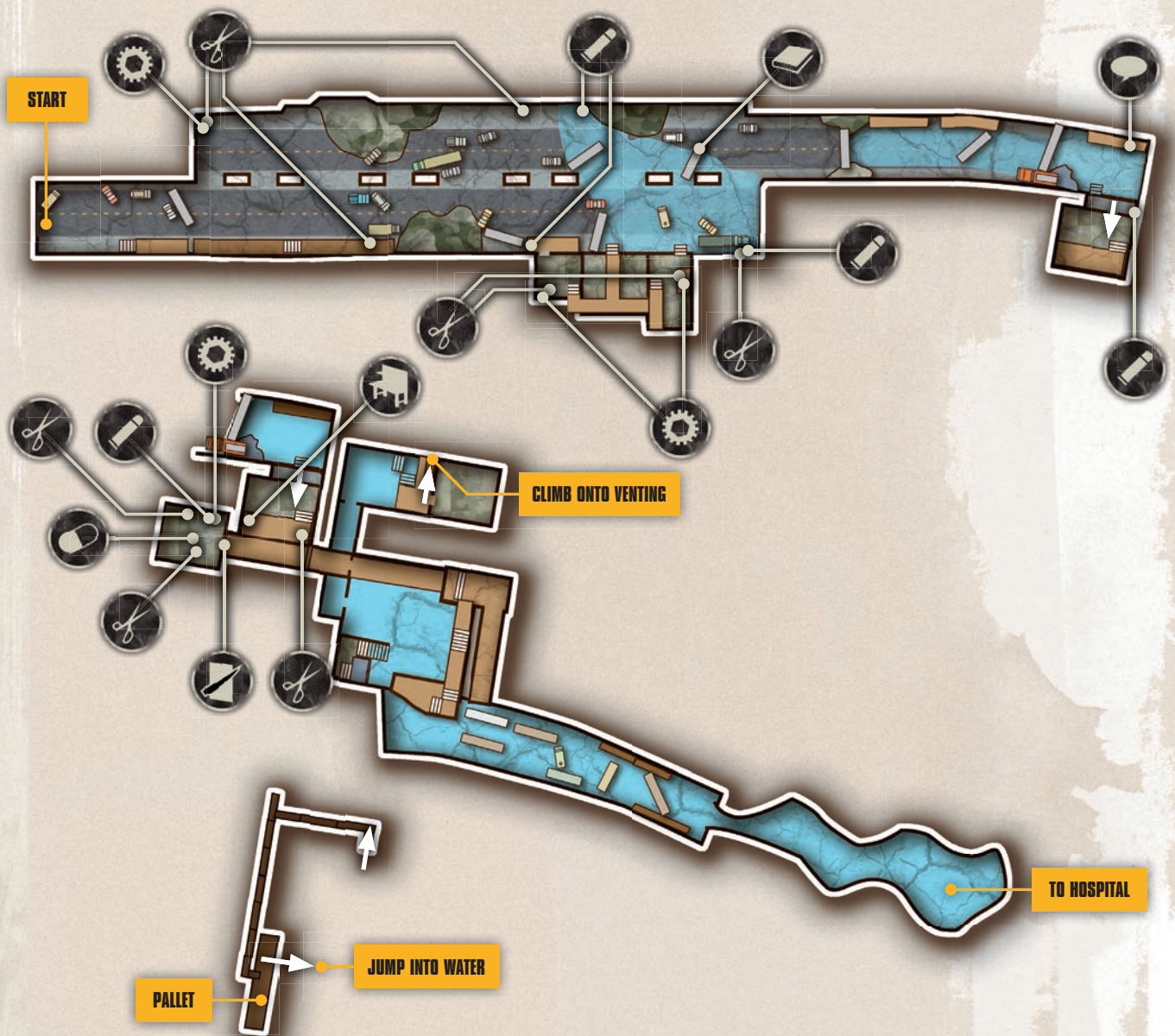


UNDERGROUND TUNNEL

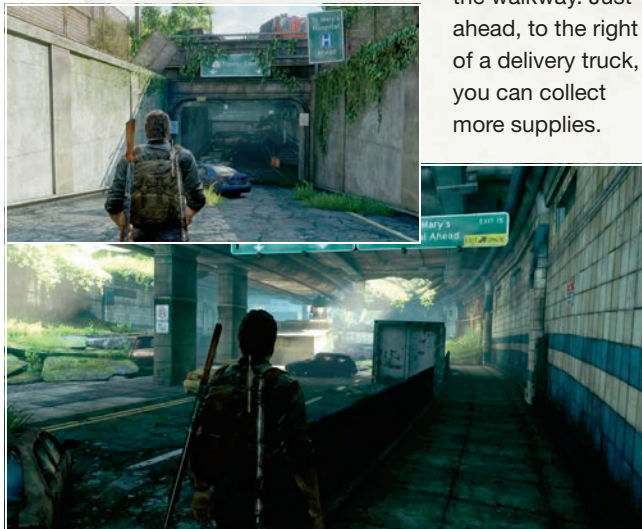
FIREFLY PENDANT 29



Before entering the tunnel at the bottom of the hill, circle around the city bus that is parked across most of the road. A Firefly Pendant is located on the other side.



Head down the hill into the 611 Tunnel East. Climb over the semi-truck, turn left, and cross the road. Climb the railing to reach a narrow walkway. Crafting supplies and parts are on the ground to the left. Return to the road's right side and hop onto the walkway. Just ahead, to the right of a delivery truck, you can collect more supplies.



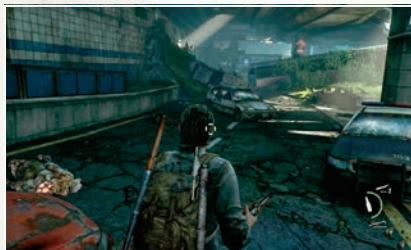
You can hear infected sounds from further down the road, where three Infected Runners, a Clicker, and a Bloater wander around. As soon as you make a ruckus, more Runners arrive.



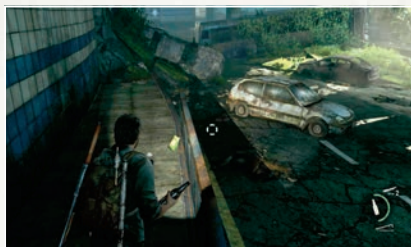
Without attracting attention from the Bloater, climb onto the maintenance building and move to the semi-truck's other end. From there, you can see the Bloater on the left and the Clicker to the right. Throw a brick or bottle in the middle of the two, and then get a Molotov Cocktail ready. As they both move to investigate, set them on fire.



At this point, the Runners have found their way onto the truck. Start knocking them off with melee attacks as you move to



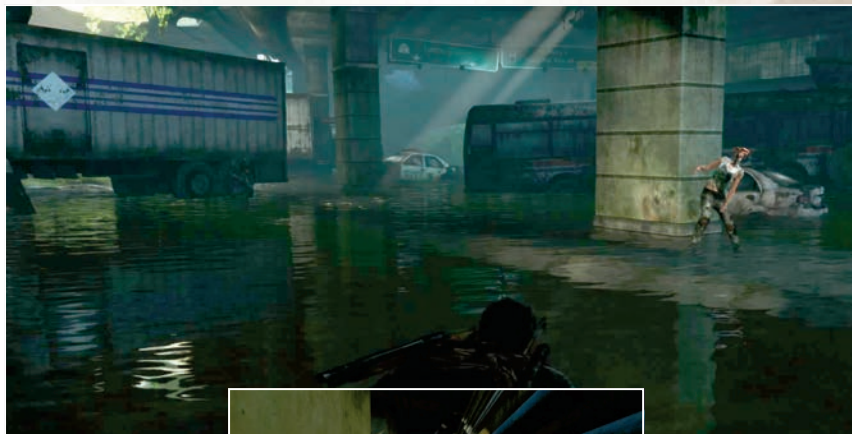
the roof of the maintenance building. The Bloater is probably not finished and will also join the party on the roof, so pull out your Shotgun and dispatch him while continuing to eliminate the Runners.



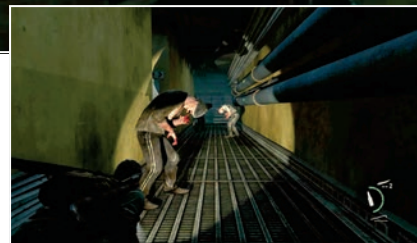
When the coast is clear, hop down and jump over the rail on the left to

find crafting supplies. Cut across the street before the bus and search the right walkway for ammo. Be careful, as two Clickers waded through the nearby water.

Take cover behind the railing and watch the movements of the Clickers. When the close one turns its back, take it down quietly with a Shiv. Next, use the pillar in the middle of the water as cover until you get an opportunity to eliminate the second Clicker. A Runner leans against the nearby semi-truck, so you may have to deal with him too. There are shotgun shells in the cab of the semi-truck that become real handy later on. Return to the right walkway and enter the open door. Grab the parts and supplies in the corner.



Three Runners occupy the upcoming hall. Quietly walk up the steps and down the corridor, eliminating each one by grabbing and strangling them. To group them together. Then toss a Molotov Cocktail to eliminate them. Walk past their bodies and search the shelves along the far wall for supplies and parts.



Exit through the nearby door and sneak all the way to the right along the walkway to find more crafting supplies and ammo. A variety of infected can be seen in the water, including two Bloaters and Clickers. You may want to take some time to craft some Molotov Cocktails and Shivs.

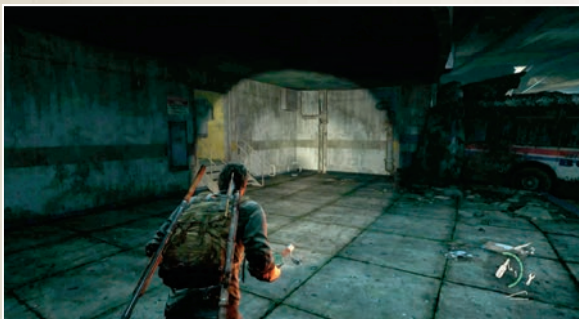


Group the enemies together with a bottle or brick distraction, and then light them up with a Molotov Cocktail or your Flamethrower. Concentrate on eliminating the Clickers and Bloaters as they close in on your location. When this group of

infected is defeated, do not let your guard down—a few more Runners charge your way.

RETREAT TO THE MAINTENANCE ROOM

If you're feeling overwhelmed, retreat through the door that you exited. Toss a Nail Bomb into the doorway and let it damage the group as you continue to blast them with your Shotgun.



TRAINING MANUAL 12

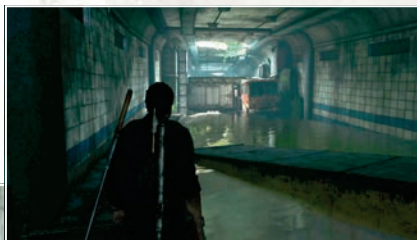
NAIL BOMB UPGRADE #2

Once the area is clear of enemies, look for a truck straight out from the door that you exited that lines up perpendicular to the tunnel. Climb onto the back and grab the Proximity Mines Training Manual from the top. This increases the explosion radius of Nail Bombs by 1.5 times.



Continue down the tunnel until you reach a semi-trailer stretched across the path. Interact with the upper edge of the trailer to give Ellie a boost. She knocks a crate down that allows you to climb up.





Drop down and hop to the venting on the left. Follow it to a fire engine and trailer that blocks the tunnel. Dive into the water and swim to the submerged bus and out the other side.

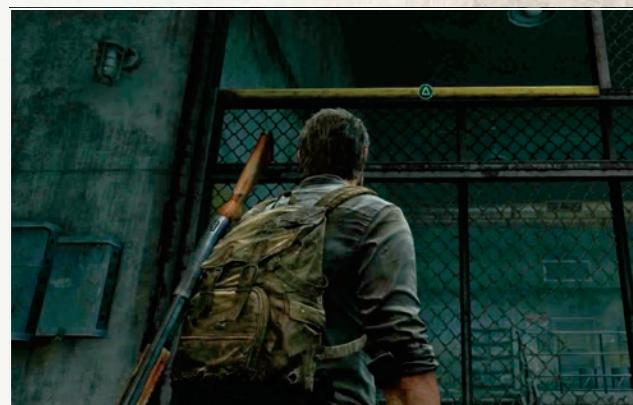


Rise to the surface and turn around. Climb along the fire truck and pick up the ladder from the cab. Carry it to the right and drop it when Joel stands above Ellie. Dive into the water and climb to the platform on the right.



HOSPITAL TUNNEL VENTILATION SYSTEM

The gate that leads to the hospital tunnel ventilation system is jammed and a Clicker hides in the right corner. A hole in the fence to the left allows you to get a good shot at the Clicker to take it down. Further to the left, look up at the horizontal yellow line that represents a low point in the fence. Give Ellie a boost to it so she can get inside and open the gate.



Before accessing the workbench on the right, ascend the steps and grab the crafting supplies off the left table. In the next hall, head right and use a Shiv on the door to find all kinds of crafting supplies, parts, and a supplement plant.



COMIC 13

After dropping the fire truck's ladder down to Ellie, climb onto the venting that runs along the tunnel's left side. Follow it to the end to find a Comic.



Exit to the hall and follow Ellie under a pipe, into the next room. A deep pool of water keeps Ellie from reaching the room's other side. Dive in and go underwater. Turn right and swim through the open doorway. Quickly follow the hallway to the right and surface once inside the next room.



Get out of the water and climb onto the equipment on the left. Hop onto the vent and follow it to the left. When another vent runs underneath, drop onto it and continue to the left. Sidle through a narrow opening next to the water pipe and you end up on a metal platform above Ellie.



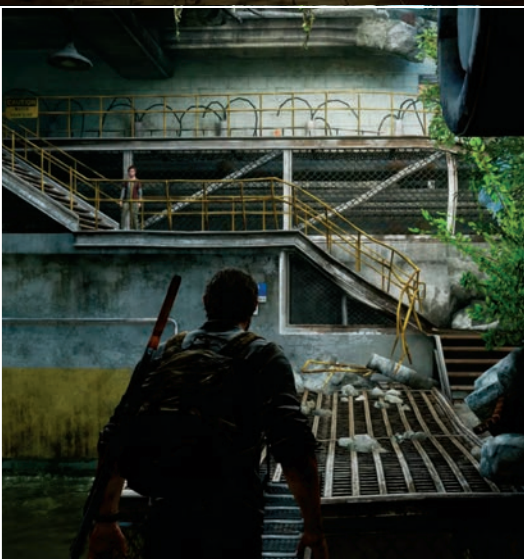
A pallet rests against the railing, so push it into the water below. Jump in and pull it over to Ellie. Once she is on, take her to the platform in the far corner. Exit the water onto the walkway where you and Ellie entered the room. She releases a ladder to your right, so start climbing. The ladder breaks and crashes down at Joel.



Grab the ladder, turn around, and place it in front of the doorway. Climb to the walkway, pull the ladder up, and take it to the left. Drop it down at the corner platform and

hop down. Grab the ladder one last time and place it across the gap ahead to reach Ellie.

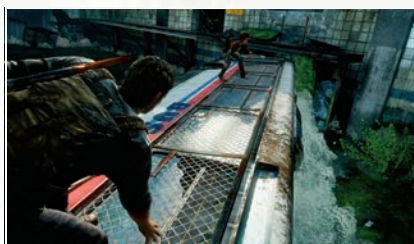




Follow her up the stairs and down the walkway to another tunnel, where the water rushes by quickly. Run down the metal path, across a gap, and onto a trailer. Clear another jump onto the vent and follow it over to a submerged bus.

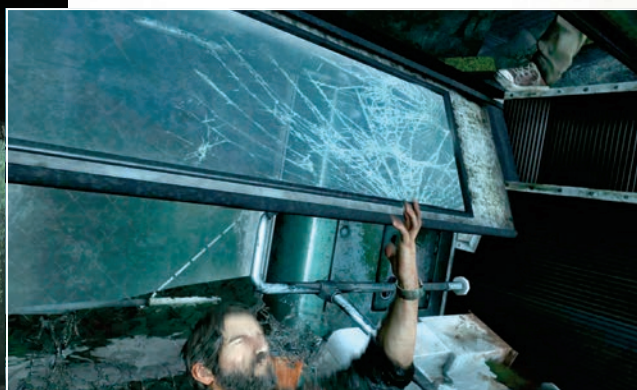


As Joel joins Ellie on the bus, it starts to break loose. Ellie manages to get onto the walkway ahead, but Joel is rushed away and eventually crashes inside the bus. As the water whisks you through the vehicle, press the Triangle button to grab one of the rungs on the right.



Make your way forward along the metal rungs until one busts loose and Joel slams against the back of the bus. Ellie attempts to get the doors above you open.

Press the Triangle button when prompted to help her, rapidly pressing when necessary.








Next, it's Ellie's turn to be swept away. Move through the door and, once you have control again, swim to her and carry her out of the water, where a surprise waits for you.








CHAPTER 11

THE FIREFLY LAB

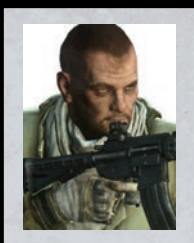
COLLECTIBLES

	Comics	1
	Artifacts	4
	Training Manuals	0
	Firefly Pendants	1
	Ellie's Jokes	0

SUPPLIES

	Parts	0
	Tools	0
	Supplements	20
	Shiv Doors	1
	Safes	0

ENEMIES



Fireflies

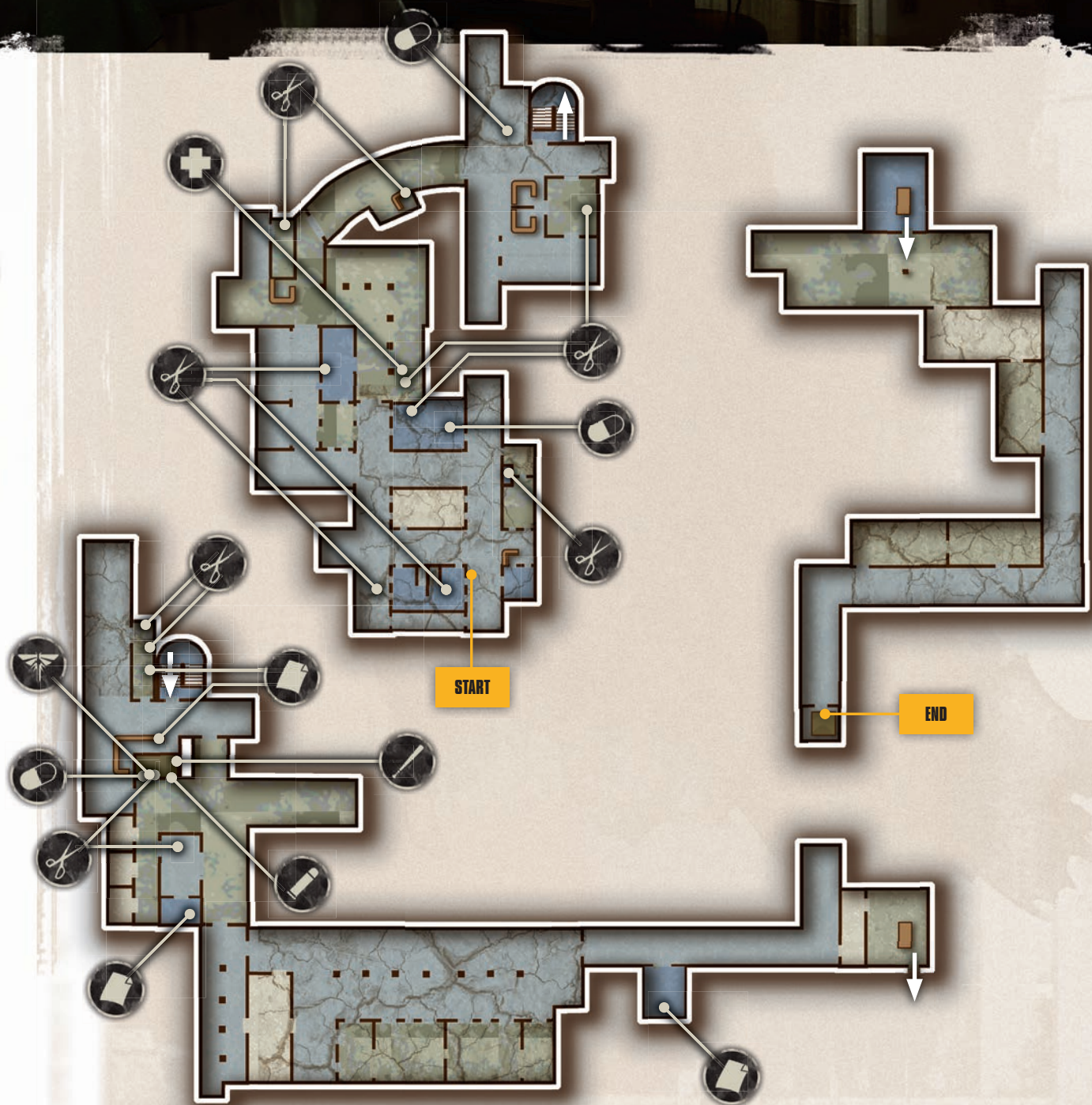
Joel and Ellie are taken to Saint Mary's Hospital. Marlene greets Joel when he wakes up. Another Firefly soldier is also there to keep him in line. What Marlene has to say doesn't sit well with Joel and he escapes into the halls of the fourth floor.



THE HOSPITAL

Several Firefly soldiers patrol the floor, actively searching for you. It's possible to move through this section of the hospital completely in stealth, which is a good idea. You need all of your firepower for a later floor.





Crafting supplies can be found at several locations in the hospital. Refer to the map to see where to find them. You need to reach the opposite corner of the floor, and there are a number of possible routes. You may want to take a path around the outside of the floor in a counter-clockwise motion.

Turn around, climb through the window, and exit out the open door on the left. Continue through an executive office into a corner patient room. Pause at the next doorway and scan the area for soldiers.



SILENT TAKEDOWNS

Occasionally, while making your way around the hospital floor, you come across a lone Firefly soldier. Perform a silent takedown to make sneaking around a bit easier.



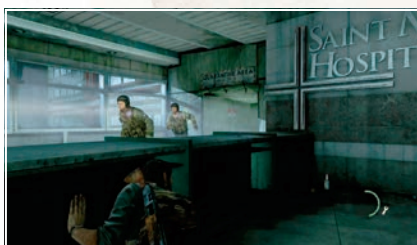
Continue to the right into a supply room and take note of any nearby soldiers. The way out is just ahead to the left. If you need to move anyone out of the way, toss a brick or bottle to the right.



When the path is clear, cross the hallway into a big laboratory. Supplements can be found on the first middle table. At the far door, look to the left where two soldiers guard the intersection. When both men have their backs turned, sneak across the hall into a nurse's station.



Exit the room and enter the left hall. Follow it into the bright light. When the path curves to the right, sprint to a receptionist desk and take cover behind it—collecting the crafting supplies from the floor. Three more soldiers run past your location in the opposite direction.



Hop over the counter and move through the tunnel on the right. Sneak to the right and take cover behind another nurse's station as a soldier enters the area. Climb over the counter to get behind the soldier and take him down.



Two more soldiers enter the area, so use the desk and office to get behind each one and take them down. Grab the bottle of supplements from one of the chairs in the waiting area. Exit through the double doors into the stairwell.



ASSAULT RIFLE

The Firefly soldiers from this point forward usually carry automatic rifles, so watch for one when looting their bodies. This weapon is powerful. It has the highest fire rate of your weapons. It cannot be upgraded any further though.



SIXTH FLOOR

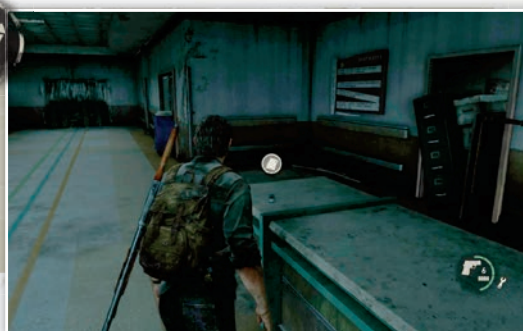


Once Joel has barricaded the door, run to the sixth floor and enter the hallway. Move behind the counter and use a Shiv to enter the door on the left. Inside you find a pipe, ammo, crafting supplies, and supplements.

ARTIFACT 82

SURGEON'S RECORDER

Enter the sixth floor through the stairwell door and move to the counter straight ahead, where a recorder sits.



ARTIFACT 83

MARLENE'S RECORDER 1

From the sixth floor entrance, turn right and enter the open door on the right. Inside, find Marlene's first recorder that sits on the desk.



FIREFLY PENDANT 30

Use a Shiv to enter the door behind the reception desk. Along with all of the supplies inside, a Firefly Pendant can also be found.



Once you're ready to proceed, enter the double doors to the right of the Shiv door. Search the tent for crafting supplies. As you continue toward the next doorway, you notice activity in the nearby hall.



ARTIFACT 84

MARLENE'S JOURNAL

After grabbing the bounty behind the Shiv door, go through the nearby double doors. Enter the tent and move into the far section to find Marlene's Journal on the left table.



Prepare for a tough gunfight. These soldiers carry Assault Rifles and wear armor, making them tough to eliminate. Make any explosives that you can and use them against grouped enemies.



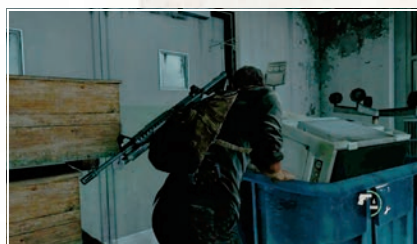
GROUP THEM TOGETHER

Use a bottle or brick to group the soldiers together. Then, toss a Molotov or Nail Bomb into the middle of them. You can also toss a Smoke Bomb into the group and slip into the smokescreen to take them down with Shivs.



After killing a couple soldiers, move down the hall to the right and enter the scrub room on the left. From inside the connecting surgery room, you can take cover and eliminate more soldiers as they search for you. Make your way out of the right door and enter the office ahead.

Quietly move along the right wall through the offices, keeping an eye out for soldiers ahead and to the left. Once the hall is free of Fireflies, move through the double doors to enter the Pediatrics wing.



After Joel barricades the door, run down the hall to the corner. Go through the door ahead to enter another scrub room. Proceed to the other side to reach your destination. Push your way through the surgeon who attempts to stop you.



ARTIFACT 85

MARLENE'S RECORDER 2

After entering Pediatrics and barricading the door, enter the door on the right, Room 608. Sitting on the table against the back wall is her second recorder.



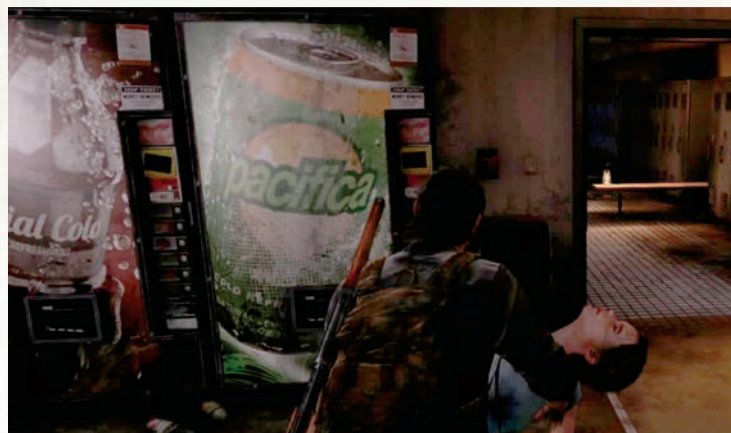
ESCAPE

Grab Ellie off the operating table and exit through the other door. Turn left and cut through the pediatric waiting room into an examination room. Enter the hallway and run to the right.



SPRINT TO ESCAPE THE HOSPITAL

Joel still has the ability to run during this sequence, so hold down the run button to reach your destination quicker.



Go around the right turn and enter the break room on the right. Cut through the locker room to reach the hall again. Go right and then left to spot an open elevator ahead. Slip inside just in time to escape the hospital.

CHAPTER 12: JACKSON—EPILOGUE

COMIC 14

During the final scene of the game, after leaving the Salt Lake hospital, you abandon your vehicle and start walking through the nearby woods. As you do so, move over to the right side to find a broken down truck. Sitting on the driver's seat is the final Comic.








LEFT BEHIND





BACK IN A FLASH



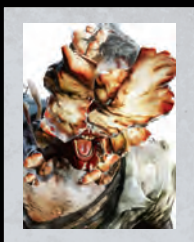
COLLECTIBLES

	Comics	0
	Artifacts	4
	Training Manuals	0
	Firefly Pendants	0
	Ellie's Jokes	0
	Optional Conversations	0

SUPPLIES

	Parts	0
	Tools	0
	Supplements	0
	Shiv Doors	0
	Safes	0

ENEMIES



Infected Clicker

The Left Behind DLC picks up during the original game, in between Fall and Winter. Joel was badly injured as he and Ellie escaped the university laboratory. It is now up to her to reach a safe place and patch him up. She manages to pull him into Swirls, a frozen yogurt shop, in a corner of the Colorado Mountain Plaza mall—a good place to look for sutures.

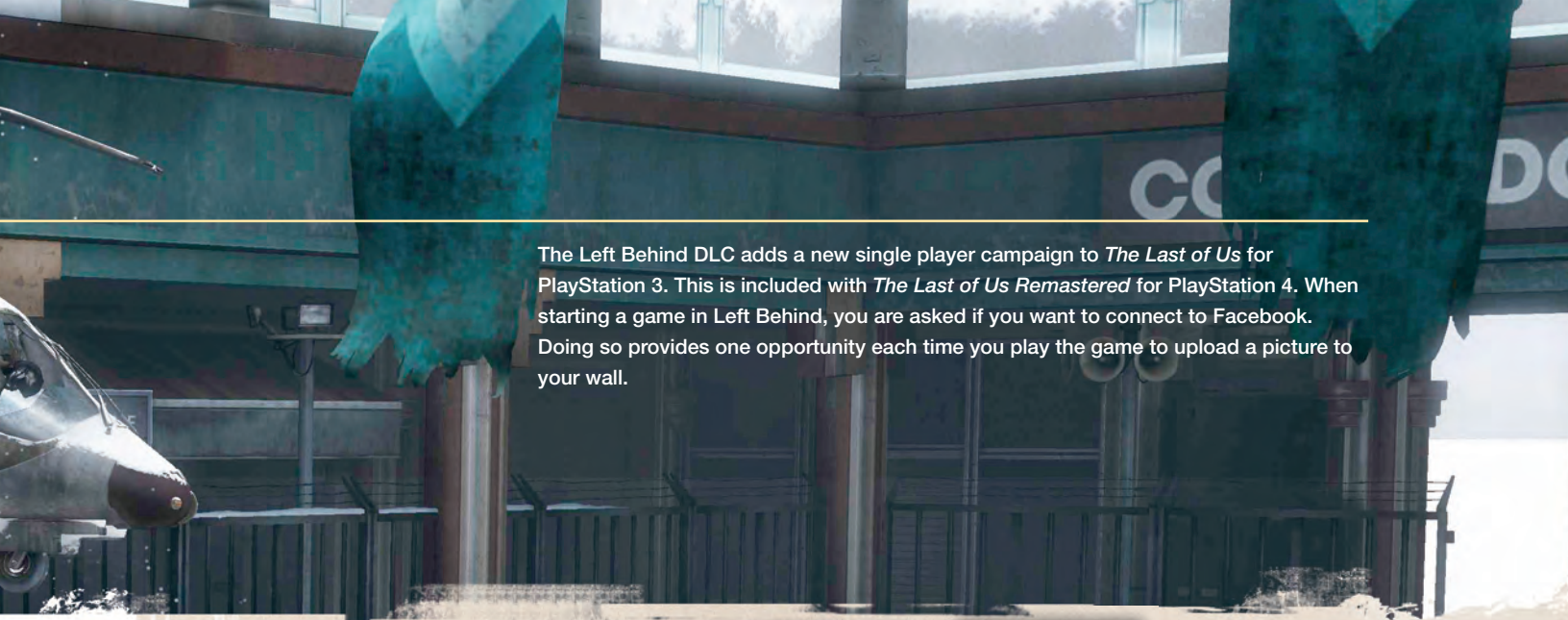


IN SEARCH OF SUPPLIES

After locking up, Ellie heads into the mall in hopes of finding something that can help Joel. Head up the escalator and follow the path to the



left as it leads deeper into the shopping center. Sounds in the distance let you know that you're not alone. At the intersection, Weston's Pharmacy is visible to the right.



The Left Behind DLC adds a new single player campaign to *The Last of Us* for PlayStation 3. This is included with *The Last of Us Remastered* for PlayStation 4. When starting a game in Left Behind, you are asked if you want to connect to Facebook. Doing so provides one opportunity each time you play the game to upload a picture to your wall.



Crawl under the gate to enter the store. There are a few items on the shelves that may seem promising, but this can all be ignored as you move behind the counter on the right. There's a first aid kit in the backroom, but the door is locked. Pick up the note on the floor below the cash register.



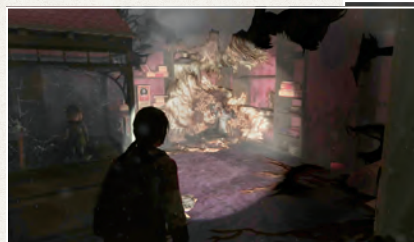
ARTIFACT 1

COMBINATION NOTE

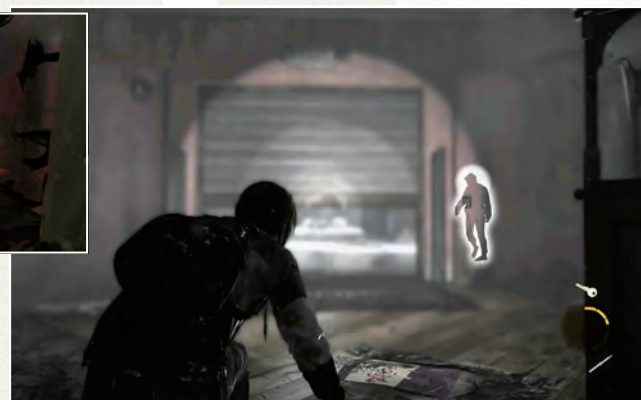
This note on the floor of the Pharmacy is the first Artifact found in Left Behind.



Exit the Pharmacy, turn right, and approach the gate to American Princess. Interact with the lock to automatically enter the combination, then hold the button indicated to raise the shutter and access the store. Spores fill the air, but fortunately Ellie is immune.



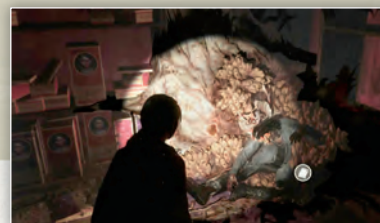
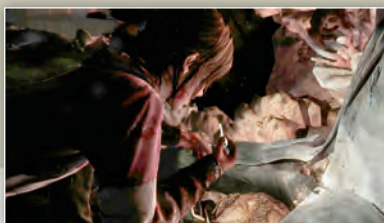
Run to the back-left corner of the shop and interact with the corpse on the floor. Ellie searches his pockets and finds a key. Return to the store entrance and use Listen Mode to see that a Clicker wanders just outside.



ARTIFACT 2 AND 3

PHARMACY KEY AND PHARMACIST'S NOTE

The key found on the corpse counts as the next Artifact. Pick up the note that falls out to score another.



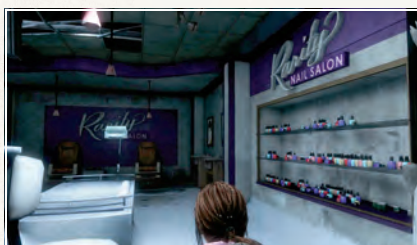
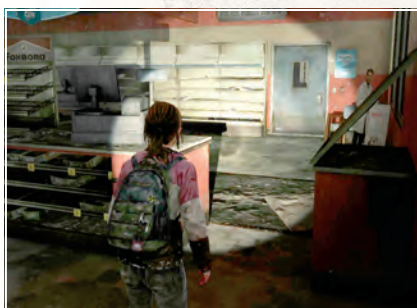
Wait for the enemy to move past your location, then sneak behind and take him out with the switchblade. Enter the Pharmacy again and use the key on the locked door—unfortunately, the first aid kit has already been cleaned out.



Enter the opening ahead and make your way around the shelves on the right. Duck under the rubble to access the other side of the store. Search the shelves in the left corner to find more supplies.



Turn around and run to the far side of the shop. Follow the path around to the left and duck through a small hole in the wall to reach Rarity Nail Salon. Pass the shelves of nail polish and continue along the wall until you find a first aid kit beside a corpse.



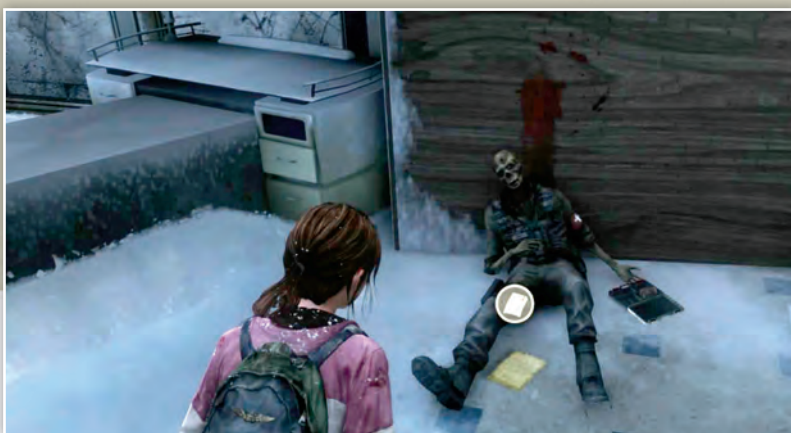
However, getting through that door gives Ellie access further into the mall, where a helicopter rests precariously on a ledge. Before exiting the storage room, enter the office on the right and collect some crafting supplies in the drawers. Hop out the window and continue to the right.



ARTIFACT 4

SALON NOTE

There's also a note next to the corpse in the nail salon. Pick it up to slip it into the backpack.



There are no sutures inside, but the kit allows Ellie to heal up. To continue the search, climb over the vent on the floor to the left and exit through the door. Descend the steps and hop over the rail to reach the lower floor.



LEFT BEHIND





MALLRATS



COLLECTIBLES

	Comics	0
	Artifacts	2
	Training Manuals	0
	Firefly Pendants	0
	Ellie's Jokes	0
	Optional Conversations	10

SUPPLIES

	Parts	0
	Tools	0
	Supplements	0
	Shiv Doors	0
	Safes	0

ENEMIES

None

A flashback takes Ellie to a time well before meeting Joel and Tess. Riley shows up from a long absence and convinces Ellie to leave the comforts of military school.



GETTING INTO TROUBLE

The girls escape into an abandoned apartment complex. Climb the nearby steps and follow Riley down the hallway, ducking under a boarded up doorway to enter an apartment on the left. Continue into the back bedroom and use the furniture on the other side of the room to reach the upper floor.



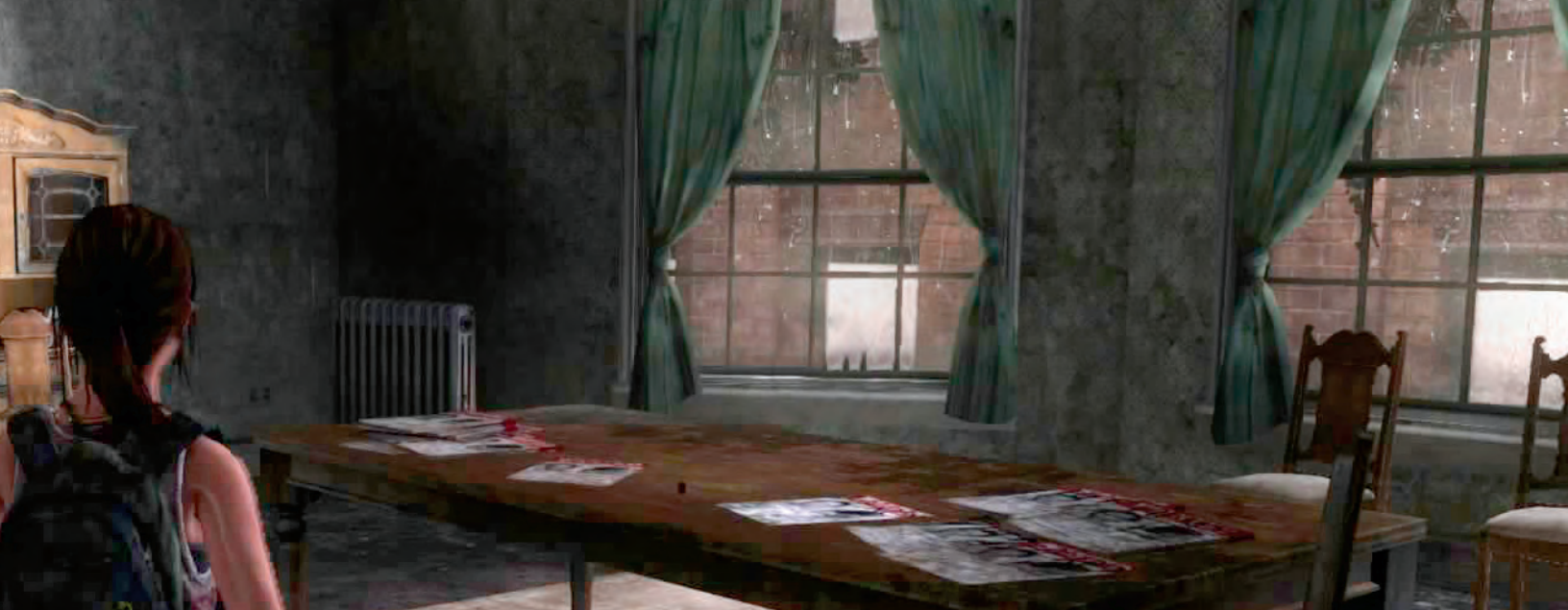


ARTIFACT 5

WANTED POSTER

Search the dining table in the middle of the first apartment to find a Wanted Poster with a familiar face.





Shimmy along the narrow ledge and climb into the next room. Follow Riley around to the right to reach the living room. Find the Firefly logo on the left wall and interact with it to start the first Optional Conversation.

Duck through the hole in the far wall to enter the shared laundry room and follow Riley out to another hall. Run up another set of stairs and continue to the left. Riley hops out onto the roof through a window, so follow suit.



Drop off the other side to a lower building as a patrol rolls past on the street below. Once it's clear, follow Ellie's friend across a board to reach the Liberty Gardens roof. Cut through the equipment to the opposite corner to discover a way into the mall.



Drop into the big, gaping hole and follow Riley down the escalator to the right. Before going deeper into the mall, make a 180 to the right and look for the travel advertisement on the left wall. This triggers the second Optional Conversation.



Now follow Riley through the dark shopping center along the left side. Stop at the water gun sign, just before the left turn, and interact with it to talk about past fun.



Continue behind your companion and follow her down another escalator to reach a lower floor. Immediately talk to her when the conversation icon appears above her head. Enter the nearby tent and interact with the papers and photo on the nightstand, then either accept or reject a drink offered to Ellie. These two conversations both go toward your Optional Conversation count.



Follow your masked friend over to the nearby shelves, where she has found a mask for Ellie. Try it on by pressing the Interact button and then use the same button to roar when directed to do so. For the second attempt, you must rapidly press the button to fill the meter and let out a mighty growl.



Run over to the front-left corner of the shop to find the Skeleseer. Interact with it to start a series of questions for the Magic 8 Ball rip-off. Continue to use the toy until you no longer have an option to do so.



Make your way back to the rear of the Halloween shop and interact with the jar of eyeballs on the right shelf. Next, turn around and follow Riley to the opposite side of the store, where she tries on a Dracula mask. Talk to her to trigger another short conversation.



Finally, enter the middle aisle and find the green witch mask on one of the shelves. Put it on and talk to Riley to trigger the final Optional Conversation for this chapter. A “Triple Phoenix” mask can also be found on the other side of this shelf, but it is not required.



Now it's time to exit through the door on the left side of the shop. This puts you on a walkway that overlooks a lower floor of the shopping center, where two SUVs can be seen. Riley proposes a game where each girl must break all of the windows on one vehicle—she selects the blue one and Ellie must target the red.

As soon as you can, pick up one of the bricks that litter the area. There's a trophy for winning this game, so be sure to hit a window on each throw. There are four openings in the railing and seven windows on the vehicle. Hit the rear window with the first brick to get things started.



BLIND FIRE

Do not bother aiming each brick as this slows you down too much. Just line up the aiming reticle with each window in the order that we give.



Grab another projectile on your way to the next opening. From here you can take out the side windows, as well as the sunroof and front windshield. But you may need to make your way around to



the next opening to find another brick. Take out the final windows on the driver side from the third or final opening. The game does autosave just after this competition is complete, so if you get that far and lose, you must play through this chapter again to earn the Trophy. Note that Riley is easier to defeat on the lower difficulties.

If you won the contest, you get to choose from three questions for Riley. Otherwise, she asks you a question. Once that conversation is over, Riley leads Ellie into a dark maintenance corridor. Follow her through another door on the left and then down the stairwell.

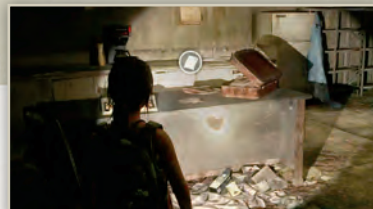


ARTIFACT 6

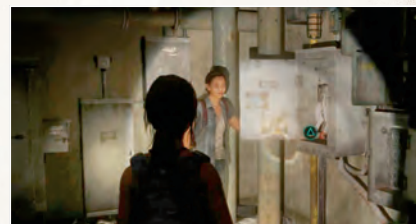


WARNING NOTE

After Ellie follows Riley through the maintenance hall and down the stairwell, enter the open doorway on the left side of the next corridor. There's a note on the desk ahead.



Continue behind Riley along another hallway and follow her into the second room. She opens up a breaker box on the far wall. Walk over there and interact with the breaker to power the place up. Exit the room and follow the hall to the left to another set of double doors. Interact with it to enter another area of the mall.



LEFT BEHIND

SO CLOSE



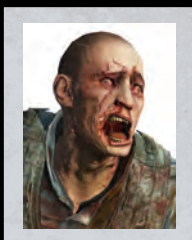
COLLECTIBLES

	Comics	0
	Artifacts	4
	Training Manuals	0
	Firefly Pendants	0
	Ellie's Jokes	0
	Optional Conversations	0

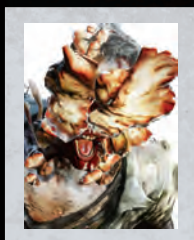
SUPPLIES

	Parts	0
	Tools	0
	Supplements	0
	Shiv Doors	0
	Safes	0

ENEMIES



Infected Runners



Infected Clickers



Infected Stalkers

We return to just Ellie inside the atrium of the Colorado Mountain Plaza. She looks up at the helicopter, wondering how she can get to it. Hopefully, the first aid kit on board hasn't been ransacked.

GET TO THE CHOPPER

Turn right and search against the far wall to find some crafting supplies. Continue along the wall and grab more supplies on and behind the restaurant counter. An escalator behind a gate ahead should get you up to the helicopter, but an electronic lock prevents you from proceeding through and there is no power.

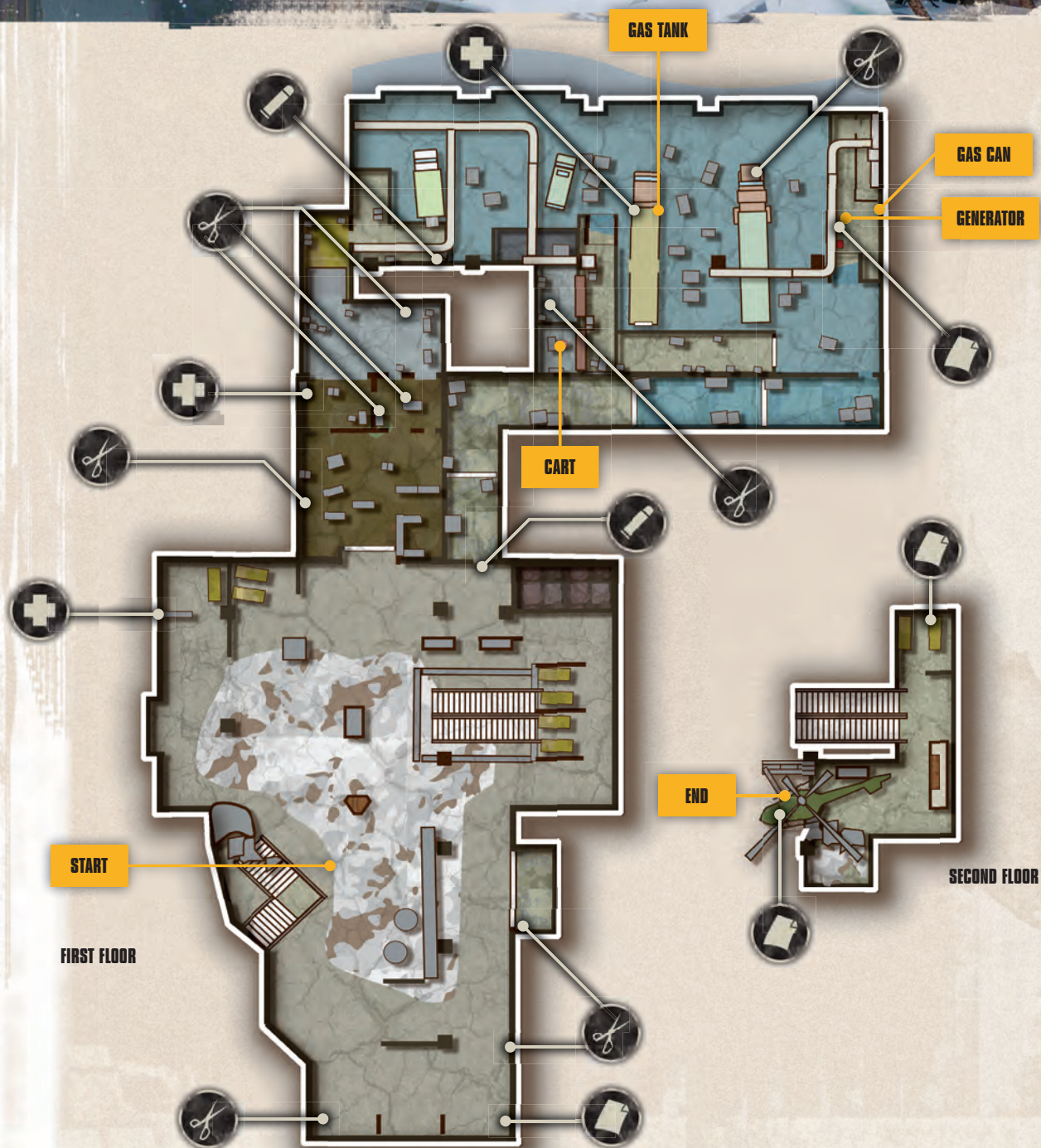


ARTIFACT 7

ATRIUM NOTE

From the start of this chapter, turn right and search the opposite corner, near the crafting supplies, to find a note on the floor.





A cord trails off to the left that's begging to be followed. It leads to an open door. Before entering, pick up the ammo on the floor. That's probably not a good sign.



A long hallway leads back to the loading area. Hop over the crate that blocks the path and run around the right turn. A door on the left cannot be opened, so continue through the flooded corridor to a second, open door—hop over the barricades that get in your way.



RESTORING POWER

It may be worth looking around first—there's ammo near the exit. If you don't have a brick or bottle, you can pick one up. A health item can be found in the open semi-trailer. Remember this location, as you may need it later. Once you're ready, find the generator on the platform straight out from the door where you entered.



ARTIFACT 8

GENERATOR NOTE

Before attempting to start the generator, grab the note on the buckets nearby.



Use the generator, then press the Interact button when the line drops into the lower section of the meter. Of course, the machine is out of gasoline, adding another step before completing the objective.



Turn around to spot a gas can and siphon hose lying to the right of the fenced in area. Pick the container; it's empty, but maybe one of these trucks has some fuel you can use.



Be careful. As soon as you get in the water, four Infected Runners enter the room. If Ellie makes any noise, they rush her position. Crouch down and quietly slip into the water to the right. Slowly move around the truck, gazing left to find one of the enemies roaming the area. Wait for it to turn its back, then eliminate it with the switchblade. If it turns around and sees you, quickly hit it with a brick and rush in with the knife.



EXTRA HELP

If you fail this encounter enough times, the game will help you out. Ammo and a Molotov cocktail appear on the crate straight out from the generator after enough unsuccessful attempts.



Quickly arm yourself with another brick. If you've remained undetected, move around the next truck to find another enemy. If not, climb onto a platform and prepare for an onslaught of Runners. Take them down with your handgun as they approach. If one manages to grab Ellie, rapidly press the Melee Attack button to knock it back, then quickly stab it with your knife.



After defeating the four Runners, collect any ammo that they've dropped. There are four trucks in this room, but only one has any gasoline. Approach the gas tank on the passenger side of the white semi—the one with the health item inside. Interact with the tank and Ellie siphons some fuel into the container.



Return to the generator and pour the gas into its tank. Use the machine to bring the start meter back up. Press the Interact button when the line drops into the lower section three times to get the thing started. As expected, this attracts more infected. Fortunately, a live wire hangs in the water and fries these foes. There's an important lesson here: don't touch electric water. You must find another way to the exit.



RETURN TO THE ATRIUM

Turn right and enter the now unlocked gate in the corner. Climb the ladder, then step onto the venting to the right. There is a Molotov hidden here. Follow the left one, ducking under the beam that cuts across your path. Continue around to the right and step over another beam. Hop off to the right when you're above the red semi-trailer.



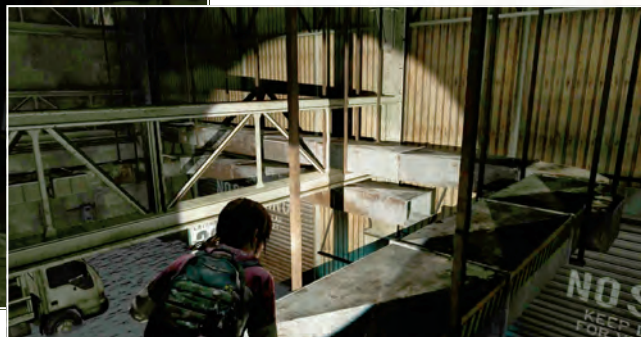
Grab the supplies from the hood of the cab before climbing back onto the trailer. Duck under the venting and drop off the back to another platform. Run to the right, hopping over the crates that block your way. Approach the overhead door on the right and press the now-activated button to open it.



Grab the crafting supplies on the floor inside, then proceed to the right toward another overhead door. Use the next button to find a cart inside. Pull the cart out of the room and place it under the raised door that you opened first.



Climb up the crates between the two doors and cross the supported door. Step onto more venting and follow it under a beam and around a left turn. One last beam gets in Ellie's way before she can drop onto a lower vent on the left. Follow it to the end and hop down to reach the exit. Press the nearby button to unlock the door.





On the other side, Ellie finds herself in the Petville pet store and she's not alone. Three Runners and two Clickers litter the shop. Your first target is a Runner just ahead with his back turned. Sneak into the left room and take him out with the knife.

Quickly return to where you started as a Clicker enters the backroom. Use the shelving to get behind him so that you can eliminate him with the switchblade. Search the shelves to find crafting supplies, then climb through the window on the left to reach the manager's office, where more supplies can be found.



Focus Ellie's hearing with Listen Mode to reveal where the other three infected roam. Once it's safe, step out of the office. Use the shelving as cover to sneak up behind each one and stab it with the knife. If one turns your way, quickly toss a bottle or brick to stun it, then rush in with your weapon.



SNEAK AWAY FROM TROUBLE

If you get into trouble with the infected in the pet store, sneak back to the loading docks. Wait for them to settle down a little, then return to the shop.



CRAFTING

Check on your crafting supplies when you have a moment. By now, you should be able to make a Health Kit or Molotov. Depending on the difficulty level, you may even be able to make more.



Two Clickers enter the area from the other side, so take cover behind a planter. One moves to the left corner while the other roams the right. Make your way behind each one and quietly take them down. Always have a bottle or brick in your hand in case one turns your way. Once these foes are out of the way, approach the gate and use the button to access the escalator.

There are more supplies in the store, so grab everything you can before approaching the gate at the front of the place. Hold the Interact button to open the shutter and reach the atrium.



Ride it up a floor and turn to the right to finally reach the helicopter. Climb onto the glass panel on the right and follow it around to the left. At the end of the beam, jump into the chopper.

ARTIFACT 9

ATRIUM RECORDER

After defeating the two Clickers and riding the escalator up a floor, turn left and search inside a tent in the corner to find this recorder.



ARTIFACT 10

MEDICAL SUPPLIES






The medical supplies are automatically collected when you reach the helicopter and complete the chapter.







LEFT BEHIND

FUN AND GAMES

COLLECTIBLES

	Comics	0
	Artifacts	2
	Training Manuals	0
	Firefly Pendants	0
	Ellie's Jokes	0
	Optional Conversations	3

SUPPLIES

	Parts	0
	Tools	0
	Supplements	0
	Shiv Doors	0
	Safes	0

ENEMIES

None

We return to Ellie and Riley at Liberty Gardens. They have restored power to the mall and only fun and games lie ahead.

LET'S HAVE SOME FUN

First thing's first. If you won the brick throwing contest and are the gloating type, run over to the red vehicle and climb onto the roof. Ellie shows that she's a good winner by taunting her opponent.



There are plenty of things to do in this area of the mall and the order in which you do them can vary some. Next, head for the Merry-Go-Round, step through the opening in the fence and interact with the horse. Riley starts the ride as Ellie enjoys hers.





As the ride comes to an end and Ellie dismounts the Merry-Go-Round, Riley hands over another pun book. Press the Interact button to tell a joke or press Circle to skip it. Continue to read jokes from it until you are unable to do so. You must get through them all to complete the Optional Conversation. There are several of them, so you might as well explore.



ARTIFACT 11

NO PUN INTENDED: VOLUME TOO

The pun book that Riley gives Ellie after riding the Merry-Go-Round is added to the Artifact collection.



Make your way over to the Fast Burger counter just ahead as you go through the jokes. Enter the kitchen area and Riley will follow you in. After collecting the note from the desk, the two friends discuss whistling for a short while. This conversation is just extra and is not necessary to getting the trophy.



ARTIFACT 12

KITCHEN NOTE

Once you've exhausted the puns and entered the Fast Burger kitchen, look for a piece of paper that shimmers on a desk to the left. Collect the note from Winston and add it to your collection.

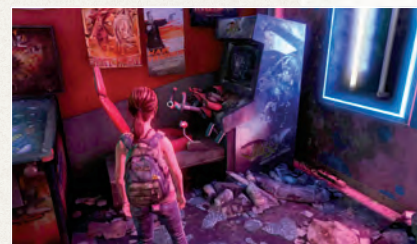


Exit the restaurant, turn right, and run past the Merry-Go-Round. Descend the few steps and interact with the Sharesnap photo booth ahead. If you've participated in all 13 conversations, the BFFs Trophy is earned at this point. Follow the on-screen prompts to create your own memory of this day. If you enabled the Facebook connection, you can share the picture on your wall.

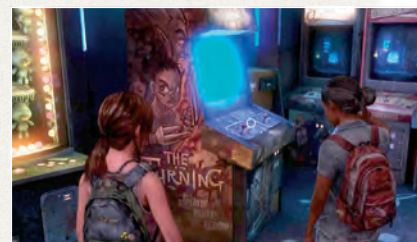





RAJA'S ARCADE

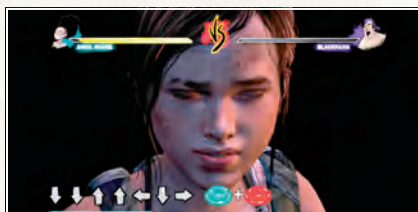
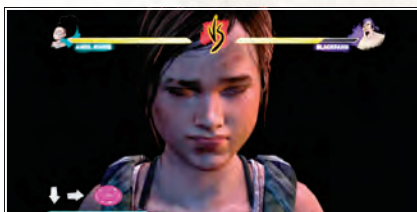
It's time to check out another area of the mall. Run back past the Fast Burger and ride the escalator to the next floor, where Raja's Arcade begs to be explored. Head to the back-left corner to find the Jak X: Combat Racing machine. Interact with it to earn the Nobody's Perfect Trophy.












Next, find Riley standing next to an arcade machine that you may recognize, if you've already played through *The Last of Us*. It's *The Turning*, and Ellie gets a chance to play the game—well, sort of. Press the Interact button to get started.



Riley sets up the scene as Ellie takes the controls. A series of buttons is displayed on screen. You must enter these correctly before the meter expires. Use the directional-pad along with , , and  for the inputs. The Angel Knives Trophy is earned if you defeat your opponent without getting hit once, so be quick as you do so. The first button presses are as follows, but then they get randomized. A “+” sign means that the buttons must be pressed simultaneously. Missing a sequence causes Angel Knives to lose health. You don’t earn the trophy if she’s knocked out.



When the opponent’s health is drained, you get the opportunity to perform a finishing move. Enter the following sequence when prompted for a gory ending. This isn’t necessary for the trophy. It only changes the description that Riley gives.

- Ultra Kill: Down, Down, Up, Up, Left, Down, Right,  + 
- Up
- 
- Left + 
- Down, Up, 
- Rapidly press 
- Up +  + 
- 
- Down, Right, 
- Down + , Down + 

ONE LAST GAME

Ellie follows Riley into a maintenance hallway. Run down the corridor, ducking under the pipes that block the path. Continue around the turn and push through the exit. Cut through the storage room shelves and hop over the crates. Knock the mannequin over along the way if you need to vent. Turn to the right and go through another door to end up in Laron’s department store, where you find her admiring a display.



During the following conversation, Ellie challenges Riley to a water gun fight. You earn the Skillz Trophy for winning this contest, so get ready. Two meters appear in the lower-left corner of the heads-up-display, which represents the Soak Level of each player. Obviously, you want to fill up Riley’s bar before Ellie is completely soaked.



WATER GUN

The water gun is used only during this sequence. It takes five pumps to go from completely empty to full. A percentage shows how full the chamber is below the icon in the lower-right corner of the screen. The higher this number, the longer the range. It’s used just like any other gun. Reload whenever you have a chance.

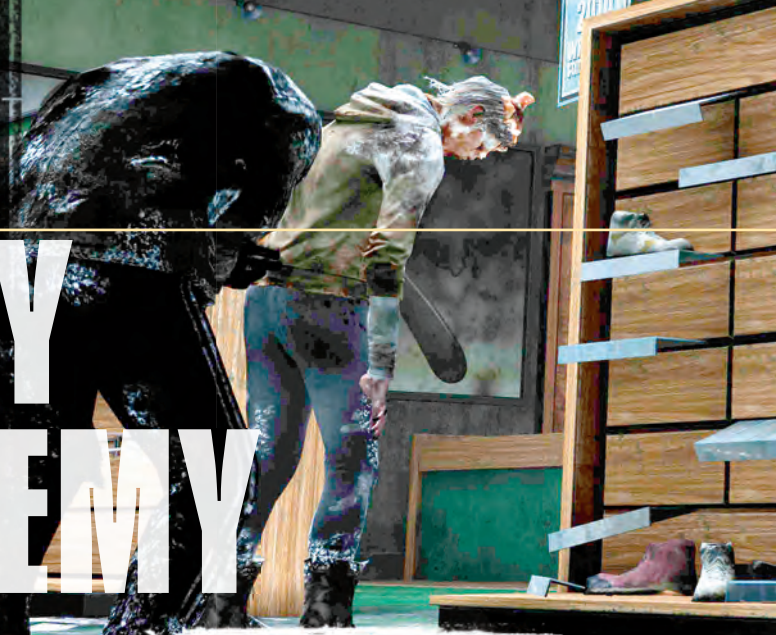
Riley starts out just in front of you, so aim and let the water flow. Her “ammo” is easy to avoid by stepping to the side. Once you have fully drenched her, she hides. Ellie must find her and hit her with the water first. Whoever gets “tagged” first loses the round. There are three rounds and you must win two of them to get the trophy.

Riley occasionally yells out, revealing her location. Use Listen Mode to find your opponent and work your way toward her—always keeping shelves or display in between the two of you. Once you spot her on the other side of nearby cover, get behind her and let her have it. As one of the girls gets hit for a second time, the chapter ends with more bonding of friends.



LEFT BEHIND

THE ENEMY OF MY ENEMY



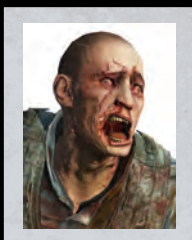
COLLECTIBLES

	Comics	0
	Artifacts	2
	Training Manuals	0
	Firefly Pendants	0
	Ellie's Jokes	0
	Optional Conversations	0

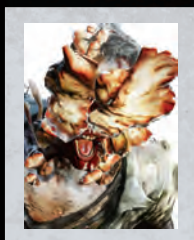
SUPPLIES

	Parts	0
	Tools	0
	Supplements	0
	Shiv Doors	0
	Safes	0

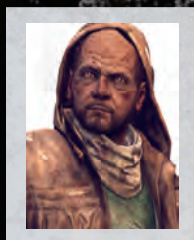
ENEMIES



Infected Runners



Infected Clickers



Survivors

With sutures in hand, it's time to return to Joel. Ellie has explored deep into the mall, so chances are that it won't be a short trip back.

RETURN TO JOEL

Ellie hops out the other side of the helicopter and into a new section of the mall. Run to the corner ahead and collect crafting supplies on the ground.



Follow the path right out to a bloody corridor and hop over the barrier at the other end. Ellie takes cover behind some crates as a pair of Clickers and two Survivors emerge from the record store.

ARTIFACT 13



CREW PHOTO

After exiting the helicopter, follow the path back out to the mall. Enter the open door on the right and search in the back to find this photo near a corpse.





Three more Survivors exit the store and take out the remaining Clicker. A Bow and arrow land nearby, so grab them before leaving the location. There are three ways that you can proceed: sneak around to the right and move down the narrow hallway when the coast is clear, quietly work your way from one of the record store to the other (taking them out one by one), or loudly kill them all with the Handgun and switchblade.



The second option is the best as there are supplies to be had throughout the shop. Once the middle guy enters the store, remain crouched and follow the right foe into the narrow hallway, taking him down with a stab of the knife between the restrooms. Collect the supplies in the corner and return to the store.



The middle guy should be heading your way to check on his buddy. Use the display in the middle as cover and work your way behind him. Kill him with the switchblade, then find the final Survivor. Take him out, then collect the supplies at the registers, along with any dropped ammo.



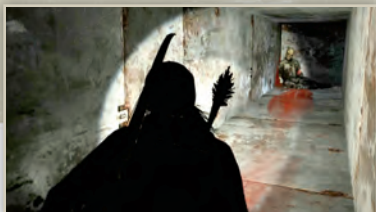
Move back to the narrow hallway and duck into the open vent on the right wall. Crawl through the ductwork, turning right, left, and then right again when confronted with intersections. As you exit the duct, two Clickers and a Runner wait in the next room.



ARTIFACT 14

DUCT RECORDER

Crawl into the air duct and follow the blood trail to a dead end where a recorder rests beside another corpse. Collect the device to add it to your collection.



INFECTED VS. SURVIVORS

Ellie emerges inside a sporting goods store on a ledge behind the infected. Three Survivors show up on the far side. This gives you a great opportunity to thin the herd by pitting the two sides against each other.



Toss a bottle or brick as far into the room as you can. This wakes up the infected, so sit back behind cover and let them go at it. When the dust settles, hopefully only one enemy remains, but at the least it will be one only type of foe.



If human(s) remain, they will come after you, so be ready. Otherwise, hop down and eliminate the Infected. You'll find crafting supplies in the store as you make your way to the far-left corner. Exit there back into the mall.

ALMOST THERE

The frozen yogurt shop is visible through the security gate, but you must find another way around to get Ellie there. A doorway is accessible on the opposite side of the corridor by climbing onto the ledge. Grab the crafting supplies there and proceed inside.



Drop off the other side to enter the back of Great Plains, an electronics store. Grab the goodies from the counter on the right. Two Infected Runners and two Infected Clickers are visible in a room to the right. As you move further inside, four Survivors enter through an opening on the opposite side.



SKIPPING THE FIGHT

It's possible to skip the encounter in this area, but you'll forgo supplies in the side rooms. While the Survivors fight the Infected, quietly move up the left side of the room. Their fight mostly happens to the right, so with limited enemy contact, Ellie can slip past and climb upstairs. If you are spotted, the men will take pot shots your way, so some damage may be taken.

Move up to the edge of the next room and toss a bottle or brick as far up the right side as you can. Quietly retreat behind the crates or counter and wait it out. If someone wanders back into your area, take him down with your knife or bow. When only one side remains, work your way around the store and eliminate them. Try to save your ammo and explosives, as a tougher fight lies just ahead.



Search the side rooms and store area for ammo and crafting supplies before climbing up the rubble at the far end. Inside Bighorn Portrait Gallery, continue to look for more crafting supplies on the main counter, then open the shutter in the far corner. Ellie has made her way back to the intersection near Weston's Pharmacy and American Princess. The homestretch is to the left.



It can't be that easy, though, as Survivors have heard Callus inside Swirls and it won't be long before they get to Joel. Craft any items that you can and gather the few goodies that litter the corridor as you approach the atrium.



Six enemies occupy the area—two to the left, two to the right, and two at the frozen yogurt shop's gate. The latter pair attempts to get at Joel. It takes a while for them to get in, but they'll eventually prevail if you don't deal with them in a timely fashion.



WATCH THE SWIRLS ENTRANCE

Pay attention to the Survivors' chatter and keep an eye on the Swirls gate. The men constantly go after the padlock in an attempt to get at Joel. Have a Molotov at the ready, tossing it next to the shutter when two enemies occupy the area.



Immediately and quietly head to the right. The Survivors have opened the store next to Joel. Stairs in the back provide close access to the gate. Take out the first guy with your switchblade and enter



the store. Use Listen Mode to spot any foes in the area and work your way to the back of the room. Always have a bottle or brick in hand. If you're surprised by a foe, stun him with the projectile, then kill him with the knife.



Descend to the lower level as the men are getting close to getting through. Quickly disrupt their party by using an explosive if available. Otherwise, take one out with a headshot. This resets their attempt to get in, so quickly escape back upstairs or to the left. Watch out as they may be trying to flank your position.

Continue to thin out the enemy while paying attention to their progress at the gate. If you get into trouble just after disrupting their attempt to get in, you can escape back to the upstairs intersection. Two guys will come after you, but eventually the Survivors who remain behind go back to work on the padlock. So, dispose of the two quickly.



HUNTING RIFLE

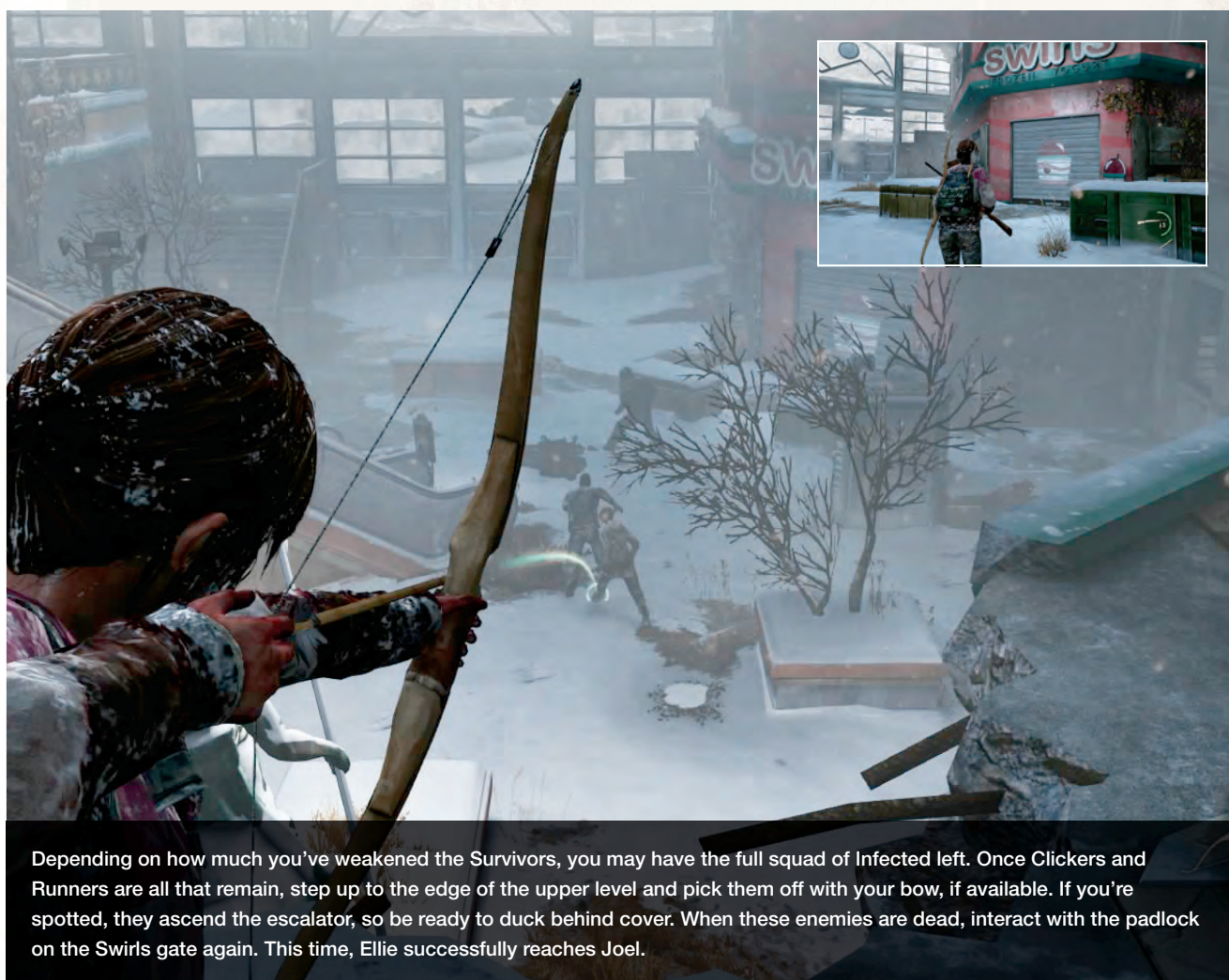
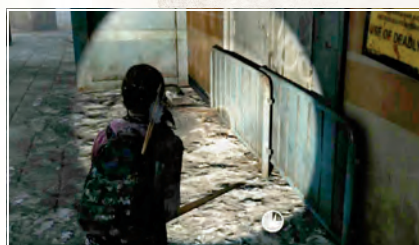
Some of the Survivors carry a Hunting Rifle, so keep an eye out for this dropped weapon. With its long range, it can be extremely helpful against the foes—especially the Infected. Plus, ammo may be running low at this point and the rifle gives you another option.



Avoid the enemies or quietly take them down with your bow or switchblade. Keep tabs on their locations; if you're spotted, escape to a safer area. Eventually, all the noise attracts Clickers and Runners to the atrium. Run upstairs and let the two sides hash things out.



Once Ellie acknowledges that the coast is clear, collect any ammo and supplies in the area, reload your weapons, and heal up if necessary. Once you're ready, run back to the gate and interact with the lock. More Survivors show up on the upper floor, so escape into the store next door or to the right.









Depending on how much you've weakened the Survivors, you may have the full squad of Infected left. Once Clickers and Runners are all that remain, step up to the edge of the upper level and pick them off with your bow, if available. If you're spotted, they ascend the escalator, so be ready to duck behind cover. When these enemies are dead, interact with the padlock on the Swirls gate again. This time, Ellie successfully reaches Joel.






LEFT BEHIND

ESCAPE FROM LIBERTY GARDENS

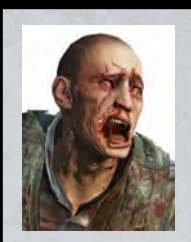
COLLECTIBLES

	Comics	0
	Artifacts	0
	Training Manuals	0
	Firefly Pendants	0
	Ellie's Jokes	0
	Optional Conversations	0

SUPPLIES

	Parts	0
	Tools	0
	Supplements	0
	Shiv Doors	0
	Safes	0

ENEMIES

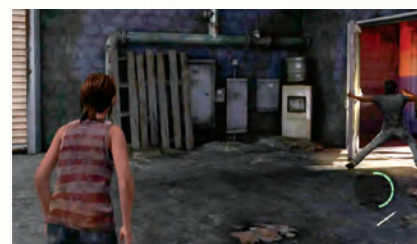


Infected Runners

Up to this point, Riley and Ellie have steered clear of trouble. It has been all fun and games, but the loud music emanating from the department store has attracted some unwanted attention.

RUN!

Immediately follow Riley through the storage room, hopping over the crates that block the path. As she barricades the exit, approach the overhead door to the left. Interact with it, then hold the button to raise the shutter.



While Riley holds the gate up, search near the left wall of the storage room for a cart. Push it underneath the door so that the two friends can be reunited. Wait for Riley to unlock the exit in the corner and immediately follow her out the other side.

Cut between the vehicles, climbing through the open truck across the loading dock. Infected are hot on your trail and come from the right, so quickly hop through the semi-trailer. Continue behind Riley down the hallway, ducking under the ductwork. At this point, a Runner grabs Ellie. Rapidly press the Melee Attack button to knock him off.





Another Infected Runner grabs Riley. Run over to them and take him out with the switchblade once the prompt appears on screen. Do not be tempted by the open room on the left. There are no collectibles in this chapter and you will most likely die in there.



Climb over the crates that block the corridor, staying directly behind Riley as she runs up to the next level. Two Runners cut the two girls off at the next corner, so duck into the doorway on the right. Follow Riley over the table and through the left exit.



Next, avoid more Runners by vaulting over the right rail onto the scaffolding below, hopping over the gap ahead. Once Ellie is back on her feet, follow Riley through an opening on the left and climb more scaffolding. Follow the path to the right and jump up to the last platform.



After crashing to the floor, an Infected Runner jumps onto Ellie. Rapidly press the Melee Attack button to keep him at bay. Another enemy takes Riley down, so once again, run over there and kill her with the knife. This completes *The Last of Us: Left Behind*.





COLLECTIBLES

There are four different types of collectibles to keep an eye out for as you make your way across the country: Firefly Pendants, Artifacts, Training Manuals, and Comics. The following splits each up by chapter and gives detailed descriptions on where to find them.

FIREFLY PENDANTS

Firefly pendants are not only found on the ground and on furniture, but they also hang from trees and light fixtures, so keep your eyes peeled. These pendants were worn by Firefly militia members.



THE QUARANTINE ZONE



FIREFLY PENDANT 1

As Tess and Joel leave The Quarantine Zone, they use a ladder to enter the second floor of a home. Enter the bedroom on the kitchen's other side and grab the Firefly Pendant from the desk against the left wall. Now you can follow Tess down the steps in the previous room.



FIREFLY PENDANT 2

After exiting the warehouse and cutting through an alley, move under a broken-down platform into a small courtyard. Look in the right side of the tree ahead to find a hanging Firefly Pendant.



FIREFLY PENDANT 3

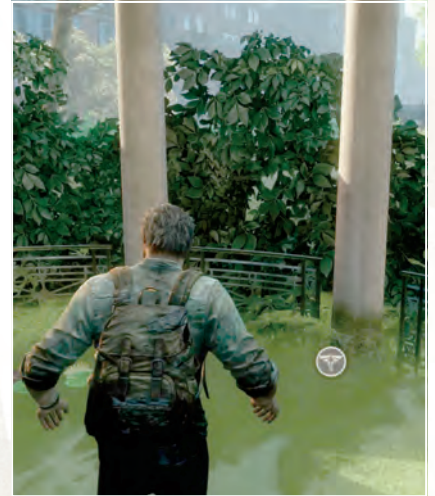
Just after meeting Ellie, Joel and her exit the front of the bakery. Before you start your journey with her, search near the corpse across the street for a Firefly Pendant.

THE OUTSKIRTS



FIREFLY PENDANT 4

Before entering the Boylstone building (the tilted building), run all the way to the right to the last tree. Look up in the right side to find a Firefly Pendant.



FIREFLY PENDANT 6

Enter the flooded street that leads to the capitol building. Climb into the gazebo in front of the State House. Resting in the flooded waters inside is a Firefly Pendant.



FIREFLY PENDANT 5

When you reach the museum's second floor, immediately sidle along the ledge to the left. When you reach the back wall, search inside the display case for a Firefly Pendant.



FIREFLY PENDANT 7

In the flooded subway section of the The Outskirts, you must find a way to get Ellie across the water. Before you do so, swim into the narrow passage on the left. Dive underwater and enter the small storage room to find a Firefly Pendant.



BILL'S TOWN



FIREFLY PENDANT 8

At the Main Street intersection, an RV sits next to a police car. Use the car to get on top of the camper and move to the rear and find a Firefly Pendant.



FIREFLY PENDANT 9

After leaving the bar where Bill led you away from the infected, you follow him toward his hideout at the church. Before getting there, more infected attack in the middle of the street. Once this area is clear, move to the far-right corner in front of the Hardtail Hank's sign. Look up at the streetlight to spot a Firefly Pendant.



FIREFLY PENDANT 10

After defeating the Runners in the residential alley, turn right and go through the fence. Defeat the Clicker and more Runners before entering the far-right house through a door on the right side. Search the laundry room on your left and find a Firefly Pendant on the dryer.

PITTSBURGH



FIREFLY PENDANT 11

Joel and Ellie reach what used to be the Pittsburgh quarantine zone. Hunters occupy the tents in the street and they are inside the bookstore to the right. Move to the alley on the bookstore's far side. At the other end, search behind the overturned furniture to find a Firefly Pendant on the ground.



FIREFLY PENDANT 12

After exiting the restaurant and returning to the first floor, enter the women's restroom through the second door on the left. Search the last stall to find a Firefly Pendant lying on the floor.



FIREFLY PENDANT 13

Henry leads you into an office building where his hideout resides. Before following him into SPENZür Architecture, duck into the bathroom on the left. A Firefly Pendant sits atop one of the toilets.



FIREFLY PENDANT 14

Drop through the hole in the fishing boat's deck or cut through the big hole on the side. Search underneath the vessel at the bow. A Firefly Pendant is on top of a pile of lobster cages.



FIREFLY PENDANT 15

Soon after entering the sewer, climb into the small opening on the right and search in the water on the left for this Firefly Pendant.



FIREFLY PENDANT 16

Not long after entering the sewer, when you reach the flooded room with the platform in the middle, turn to the left and jump into the water. Dive underwater and search next to the submerged car to find a Firefly Pendant.



FIREFLY PENDANT 17

After searching the house located just before the dead end, exit through the front door, turn left, and step into the side yard. Grab the brick next to the playhouse and throw it at the Firefly Pendant that hangs in the tree above the swings.

TOMMY'S DAM



FIREFLY PENDANT 18

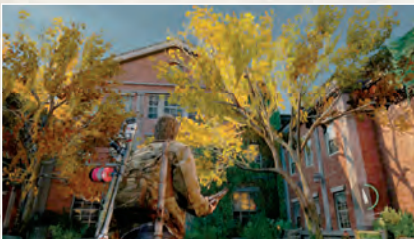
Follow Tommy out of the control room and descend the stairs on the left. Enter the nearby room and search inside the cabinet on the left to find a Firefly Pendant.



FIREFLY PENDANT 19

Enter the Hidden Pines Corral lodge and move to the house entrance in the far-right corner of the first floor. A Firefly Pendant is on top of the desk in the corner.

THE UNIVERSITY



FIREFLY PENDANT 20

After exiting the depot and riding up the hill toward the center of campus, turn right and approach the trees ahead. A Firefly Pendant hangs from a low branch of the lighter-colored tree.



FIREFLY PENDANT 21

Joel enables the power inside the library and gets the exit open. Go left and before you jump into the courtyard, climb onto the overturned dumpster on the path's right side. Continue into the room above to find a Firefly Pendant on a desk.



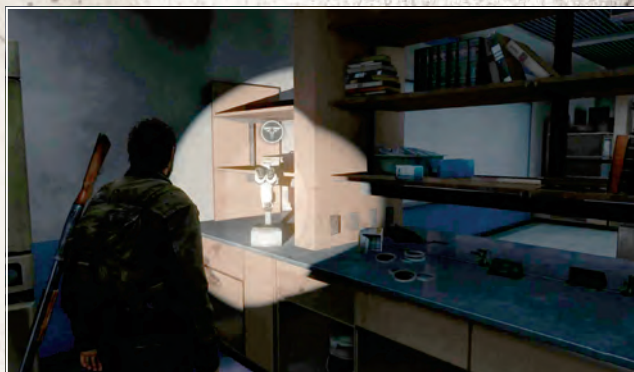
FIREFLY PENDANT 22

After defeating the Bloater in the dormitory, be sure to loot the body as it drops the 22 Firefly Pendant.



FIREFLY PENDANT 23

In the lab grounds, search the last tent in the far corner for a Firefly Pendant.



FIREFLY PENDANT 24

After discovering the source of the noise in the lab and finding the loose monkeys, flip on your flashlight and search the shelves on the room's right side to find a Firefly Pendant.



FIREFLY PENDANT 25

While Ellie and David fight off the Clickers inside the building, Ellie knocks a ladder down to David and then climbs up to a walkway. After she eliminates a Clicker, enter the room on the left. A Firefly Pendant is on a wooden crate.



FIREFLY PENDANT 26

After Ellie's horse is shot, she enters a cabin at the beach resort. Exit through the front door to the porch. Turn right and enter the gazebo. A Firefly Pendant is on the bench.

BUS DEPOT



FIREFLY PENDANT 27

As you descend the freeway exit, run past the school bus and make an immediate left. Hop the rail and search near the orange barrels to find a Firefly Pendant in the rocks.



FIREFLY PENDANT 28

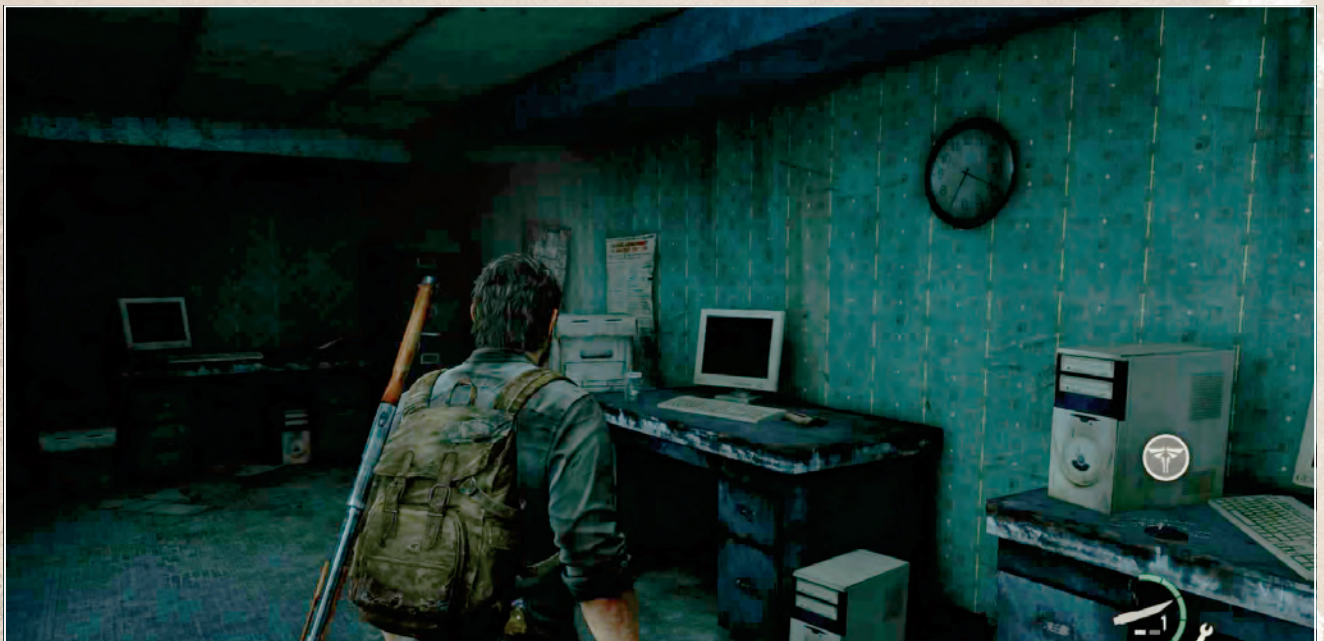
Exit the bus depot's waiting room and move past the big triage tent on the left. Find a light fixture just after a portable restroom. Look at the top to find a Firefly Pendant hanging from one of the lights.



FIREFLY PENDANT 29

After exiting the triage area and before entering the 611 Tunnel East at the bottom of the hill, circle around the city bus parked across most of the road. A Firefly Pendant is on the other side.

THE FIREFLY LAB



FIREFLY PENDANT 30

Just after entering the hospital's sixth floor, use a Shiv to enter the door behind the reception desk ahead. Along with all of the supplies inside, a Firefly Pendant can also be found.

ARTIFACTS

There are numerous artifacts to collect along your journey. These allow you to learn about what has happened to the world.

THE QUARANTINE ZONE

ARTIFACT 1 AND 2: BOSTON Q.Z. MAP AND MILITARY PAMPHLET



Your Artifact collection gets started during the Quarantine Zone intro, as you are given these two items. These can be reviewed in the Collections tab from your Select menu. By collecting these items you can also earn Tags.

ARTIFACT 3: NOTE TO BROTHER



After defeating the Runners and running upstairs, enter the office on the left. Sitting on the folding table is an Artifact. You can find Artifacts around the environment to learn more about what has been happening in the game world.

ARTIFACT 4: DRAFTING NOTICE



After cutting through the bus and before you go through a gate on the right, move to the tables on the left. An Artifact lies in a puddle on the ground.

ARTIFACT 5: WANTED POSTER



Just beyond Artifact 2, approach the wooden fence ahead, where a Wanted Poster hangs.

ARTIFACT 6: WAREHOUSE KEY



Once you defeat the last guy in this area, he drops the Warehouse Key and it is added to your collectibles as an Artifact, but you cannot go anywhere without it.

ARTIFACT 7: SHIPPING MANIFEST



After watching Robert move away at the wharf, go right to the railing. This note is on the ground behind a dumpster near a No Fishing sign.

ARTIFACT 8: DOCKS NOTE

There is an Artifact that lies on the ground to the right of the hanging ship, behind a dumpster. To get this you will have to deal with more of Robert's thugs. When you enter the warehouse, watch the movements of the nearby guards. Make your way around to the right when their backs are turned—using distraction when necessary. If needed, take a hostage and eliminate the others with your handgun. Grab the document and then either lose any remaining enemies by sprinting to the other side of the docks and ducking behind cover or continue to work your way around the outside of the warehouse.

THE OUTSKIRTS**ARTIFACT 9: TESS'S LIST**

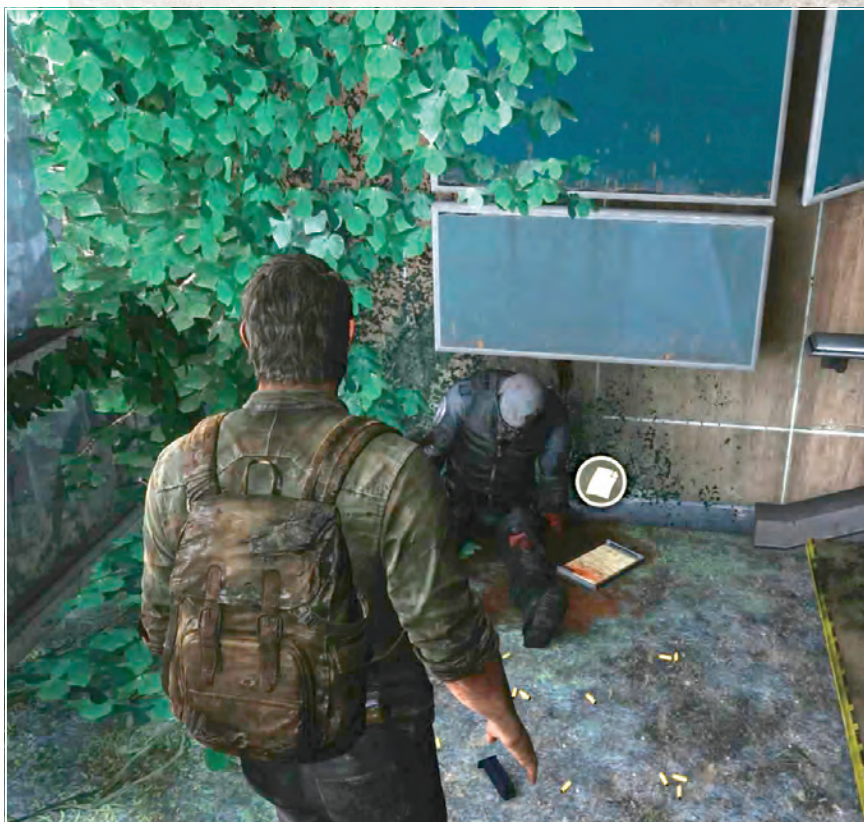
After Tess arrives at Joel's apartment, she waits for you in the next room. Turn around and grab Tess's List off of the side table before talking to her.

ARTIFACT 10: PATROL ROUTES MAP

Take the elevator down from Joel's apartment to reach the basement. Turn right and search near the water heaters to find the map.

ARTIFACT 11: EVACUATION LEAFLET

When you first join Tess and Ellie on the street that leads to the tilted building, move over to the right corner of the intersection. There's a leaflet on the ground next to the pole.

ARTIFACT 12: FIELD OPS LOG

Inside the Boylstone Building, as you climb the first stairwell, find a document near a soldier's corpse on the first landing. It's a field operation's log from the military.

ARTIFACT 15: MEDICAL PAMPHLET

Use the cart to climb over the semi-truck that blocks the street and hop off the other side. Enter the trailer to find the pamphlet in the back.

ARTIFACT 13: FIREFLY MAP

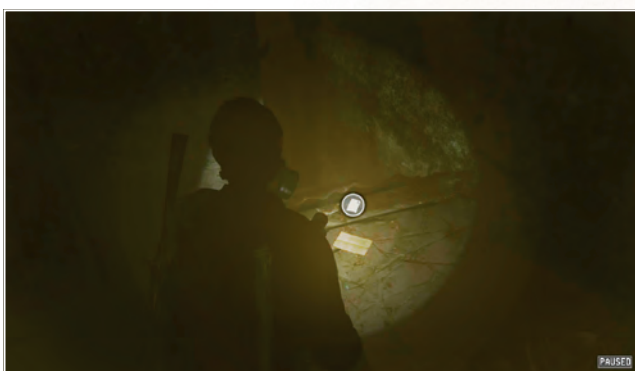
After reaching the tilted building's basement and finding a Firefly body, go right and climb the steps to find a note next to another corpse. This shows a map that leads to the capitol building where the Fireflies are to pick up the girl.

ARTIFACT 14: NOTE TO DEREK

At the subway waiting area, enter the store on the left and search the drawer under the register to find a safe combination. This can be used to open a safe in another store just ahead.

ARTIFACT 16: FIREFLY ORDERS

After exiting the museum and crossing the plank, the group descends a couple sets of steps and discovers a Firefly member's body. Next to it is a note.

ARTIFACT 17: SMUGGLER NOTE

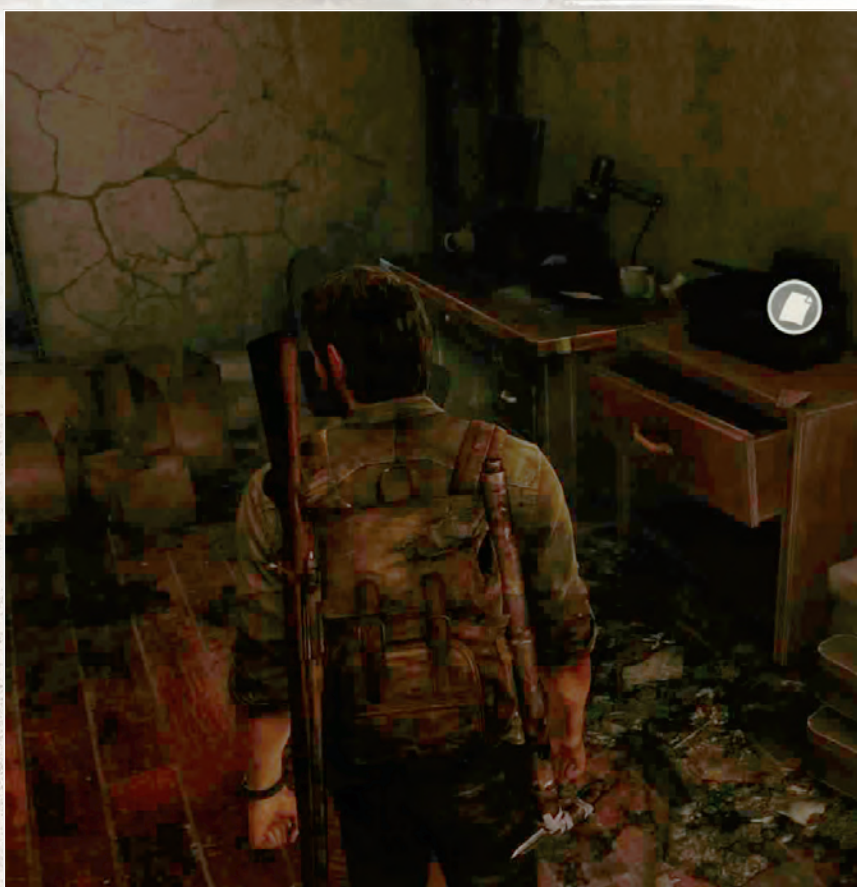
Before helping Ellie across the water, pick up the note on the walkway just outside of the narrow passage.

BILL'S TOWN**ARTIFACT 18: PILLS NOTE**

Before giving Ellie a boost over the gate that accesses Main Street, enter the building on the right. Inside the second floor front office grab the note on the floor.

ARTIFACT 19: NOTE TO BOB

Move past the Main Street intersection to the barricade at the street's end to find a paper attached to the barbed wire. It gives you the combination to a safe that can be found earlier on the street. Return to the truck parked across the street from the pizza shop. Open the safe next to it to find parts and supplements.

ARTIFACT 20: PERIMETER NOTE

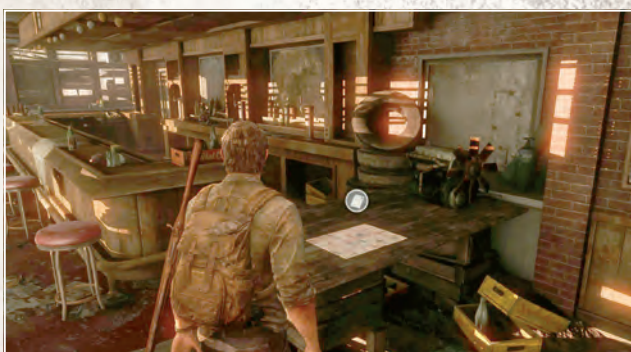
Inside the Marquis Music Store at the Main Street intersection, enter the back room. There's a note next to a printer.

ARTIFACT 21: NOTE TO RACHEL



While inside the apartment, after crossing the rooftops, search the table against the right wall to find a letter. It is the mandatory evacuation order for the Boston area.

ARTIFACT 22: BILL'S MAP



Inside the pub, Bill references a map when discussing plans to reach a military truck. Grab this map to add it as an Artifact in your collectibles.

ARTIFACT 23: FENCES NOTE



After grabbing Bill's Map, enter the small office in the corner of the pub. There's a note on the table inside.

ARTIFACT 24: HUNTERS NOTE

After following Bill out of the bar and going upstairs, spin around and enter the room ahead. There's a note on the table inside.



ARTIFACT 25: BOMBS NOTE



After following Bill up the stairs to the church, enter Bill's bedroom on the right. Sitting on the table is another note.

ARTIFACT 26: BOY'S DIARY

In the house across the street from Lincoln High School, search the kid's room on the second floor. His diary is on the window bench.

ARTIFACT 27 & 28: NOTE FROM FRANK

After escaping the high school and climbing the fence, search the room on the other side of the house from the garage. Here you find a letter from Frank on a table. When you return to the garage, you can decide whether you want to hand the letter to Bill or not. If you hand it over, pick it up off the floor once he is done with it, as it counts as another Artifact.

ARTIFACT 29: SIPHON HOSE

As they say their goodbyes, Bill hands Joel a siphon hose to use in case they run low on gas. This is automatically added to your collectibles.

PITTSBURGH

ARTIFACT 30: TOURISTS MANIFEST



After your initial fight with the Hunters, enter the garage in the corner. The Tourists Manifest is on an overturned cart on the right.

ARTIFACT 31: AMBUSH MAP



After the initial fight with the Hunters, enter the overhead door and climb to the second floor. Inside the room at the end of the hall a map hangs on the right wall. Grab it to see how the Hunters have set up an ambush for Pittsburgh tourists.

ARTIFACT 32: LOST HILL NOTE



At the Pittsburgh Quarantine Zone, after you have climbed over the bus, enter the booth in the corner. There's a note on the ground.

ARTIFACT 33: TRAITORS FLYER



After defeating the three Hunters outside of the bookstore, look inside the tent on the far wall. The flyer is hanging there.

ARTIFACT 34: LOST AREAS MAP

Use a Shiv to open the locked door in the corner of the bookstore's second floor. Inside you find a map hanging on the wall.

ARTIFACT 35: ABANDON ZONE NOTE

Take the back staircase down to the bookstore's first floor and hop through the storage room window to enter an office. A document is on top of a desk in the corner.

ARTIFACT 36: APPLICANT CHECKLIST

Exit the corner office on the lower level of the bookstore and move up the left side until you reach the staircase. Resting on top of the crates is the checklist.

ARTIFACT 37: MOTHER'S LETTER

On the flooded street before the hotel, use a Shiv to enter the apartment building marked by the red X. There's a letter on a chair.

ARTIFACT 38: STASH NOTE



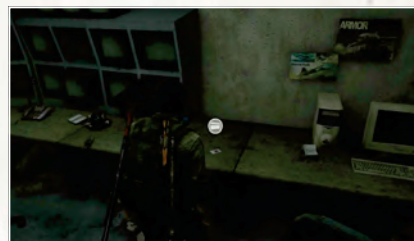
When attempting to get into the hotel, search the upper floor of the Rivers Café to find a note on the small counter. The paper mentions a hidden stash in the Regal Apartments. If you haven't already broken into that building and grabbed the goodies, return to that location to do so.

ARTIFACT 39: NOTE TO STAFF



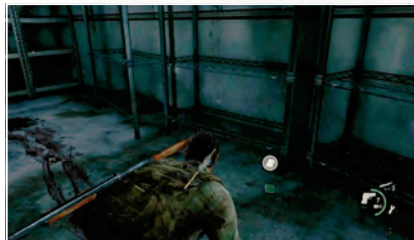
After climbing the ladder in the hotel lobby to reach the landing, go down what is left of the steps and sidle up the other side. Look inside an open suitcase in the corner for a piece of paper. It gives the combination for the safe below. Drop down to the lobby, move around the counter, and open the safe to find some parts and crafting supplies.

ARTIFACT 40: HOTEL KEYCARD



Picking up the keycard off the security desk in the hotel's service area automatically adds it to your collectibles.

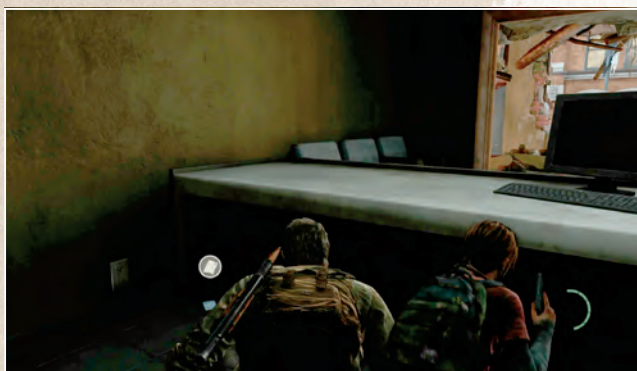
ARTIFACT 41: FIREFLIES NOTE



Enter Don Fiocchi Subs in the corner of the Financial District and move into the freezer in the back. Inside grab the note on the floor.

ARTIFACT 42: FINAL ATTACK NOTE

After defeating the two Hunters on the second floor of the office building, move over to the left desk. Hiding underneath is the next Artifact.

ARTIFACT 43: MOB ATTACK NOTE

After grabbing the crafting supplies in the upstairs office, return to the street and move up the sidewalk to the next open door. Go upstairs and search behind the receptionist's desk to find a note on the floor.

ARTIFACT 44: TRUCK NOTE

Enter the credit union at the intersection and grab this note on the counter.

ARTIFACT 45: TRIAL NOTE

Enter the architecture offices and move through the open door in the far corner to find a meeting room. There's another note in the corner.

THE SUBURBS**ARTIFACT 46: BOAT NOTE**

Run down the right side of the beach, step onto the boat, and enter the bridge. This note sits next to a comic on the console.

ARTIFACT 47: SEWERS NOTE

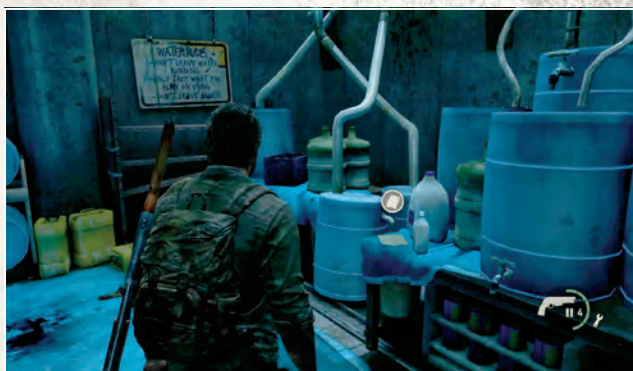
After Ellie gets you into the sewer storage room, move to the far corner. Search on the table to find the Sewers Note.

ARTIFACT 48: TRADING NOTE



After knocking the pallet into the water, enter the door in the corner and kill the Clickers inside. This note is next to a mattress in the back.

ARTIFACT 49: RAIN CATCHER NOTE



After defeating the group of Runners and Clicker who attack the group in the sewer, enter the utility room on the right. There's a note on a table in the back.

ARTIFACT 50: CORNERED NOTE



From the Rain Catcher Note, ascend the stairs and enter the door on the left. This note is near a corpse in the corner.

ARTIFACT 51: KID'S DRAWING



After defeating the group of Infected-Stalkers, search the area for supplies and move through the nursery with Sam. Look on the bookcase next to the easel to find this Kid's Drawing.

ARTIFACT 52: LOOTING NOTE



Inside the first brick house in the suburbs, go upstairs and enter the back bedroom. There's a note on the bedside table.

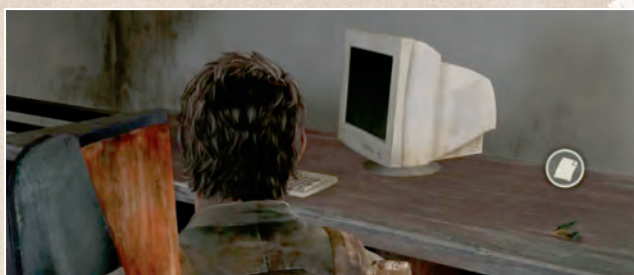
ARTIFACT 53: FATHER'S NOTE



Inside the brick house on the second street, enter the back bedroom on the second floor. This note is on a dresser inside.

ARTIFACT 54: SURVIVOR'S NOTE

Inside the house next to the dead end, climb to the second floor. Enter the front bedroom and grab this note off of the desk.

ARTIFACT 55: MATCHBOOK

While searching the house located just before the dead end, climb to the loft and find a matchbook on the desk. The matchbook gives a safe combination. Return to the back bedroom on the second floor and open the safe to reap the reward of parts and supplements.

TOMMY'S DAM**ARTIFACT 56: POWER PLANT MAP**

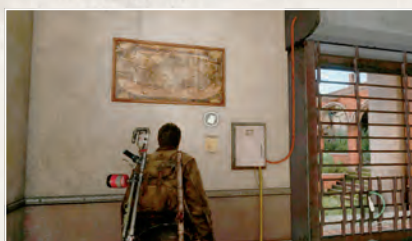
Enter the brick guardhouse that sits in the corner before trying to enter the gate. A map of the power plant hangs on the wall inside.

ARTIFACT 57: PLANT SCHEMATICS

As you fight the Bandits you cut back through the dam control room. Grab the Plant Schematics that have been left on the central table.

THE UNIVERSITY**ARTIFACT 58: SNIPER'S NEST LOG**

From the university depot where the Flamethrower was found, move up the stairs to the top level and exit out to the balcony. This log is in the corner with some crafting supplies.

ARTIFACT 59: WALL PANEL NOTE

After getting the generator started in the library, opening the panel next to the gate flips the switch and opens the exit. This note is hanging on the wall next to the panel.

ARTIFACT 60: UEC CAMPUS MAP

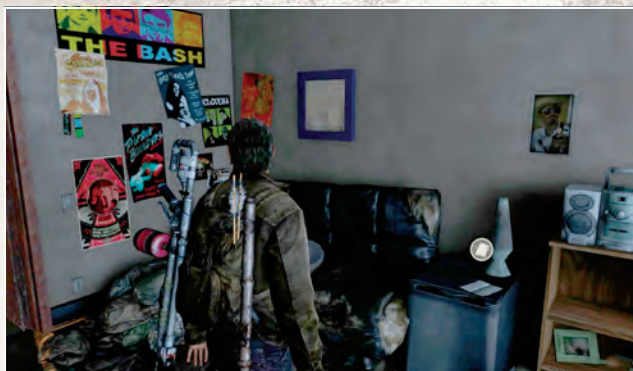
After ducking under the barricade of furniture to get into the dorm's main office, walk to the counter on the right to find an Artifact. It is a campus map with the location of the Fireflies marked.

ARTIFACT 61: STUDENT'S JOURNAL



In the second room after climbing the dormitory's first stairwell, Room 202, search inside the drawer next to the door to find the Student's Journal.

ARTIFACT 62: NEWSPAPER CLIPPING



After defeating or escaping the Bloater and climbing the stairs, enter the first room on the right, Room 209. This Newspaper Clipping is on the mini fridge.

ARTIFACT 63: OFFICE RECORDER



Once on the third floor of the science building, enter the door on the left and enter the storage room to the left. A recorder is on the far table.

ARTIFACT 64: FUNGAL X-RAYS



On the third floor of the science building, after following Ellie through the short tunnel, turn left and move over to the far table. There you find a set of x-rays.

ARTIFACT 65: LAB RECORDER



After discovering the monkeys inside the laboratory, move over to the big table on the right. There's another recorder on the corner.

ARTIFACT 66: FIREFLY'S RECORDER



Grabbing the digital recording in the lab office just before being spotted adds it to your collection. This can be listened to again by selecting it from your Artifacts.

LAKE SIDE RESORT

ARTIFACTS 67 - 75



Since you now play as Ellie, you have her backpack. The contents of the bag are added to your Artifacts only if you take the time to view each of them while in control of Ellie. This includes: No Pun Intended, No Pun Intended: Volume Too, To Get to the Other Side, Riley's Pendant, Sam's Robot, Walkman, Note from Mom, Switchblade, and Joel & Sarah Photo.

ARTIFACT 77: ELLIE'S BACKPACK



Just as Joel enters the back of the meat shop, he picks up Ellie's backpack on a shelf in the back room. Joel eventually gets the picture of him and his daughter in Wild.

ARTIFACT 76: LAKE RESORT MAP



The Lake Resort Map is automatically gained during Lakeside after Joel's interrogation of the two Cannibals.

ARTIFACT 78: MEAT LEDGER



Once you enter the back of the meat shop, turn right and grab the note on the shelves.

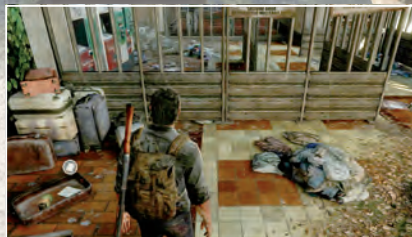
BUS DEPOT

ARTIFACT 79: FAMILY PHOTOGRAPH



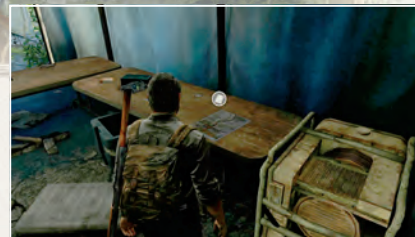
At the start of Wild, before exiting the freeway, enter the camper in the middle of the road. Look on the dining table to find an Artifact, a family picture.

ARTIFACT 80: NOTE TO WIFE



Enter the bus station and search around the luggage that is located along the left wall. There's a note amongst the debris.

ARTIFACT 81: SALT LAKE Q.Z. MAP



Inside the small tent in the triage area's far corner, where the workbench sits, grab the paper from the table. This gives you a map of Salt Lake City, showing the route to the hospital.

THE FIREFLY LAB

ARTIFACT 82: SURGEON'S RECORDER



Enter the sixth floor through the stairwell door and move to the counter straight ahead to find a recorder.

ARTIFACT 83: MARLENE'S RECORDER 1



From the sixth floor entrance, turn right and enter the open door on the right. Inside, find Marlene's first recorder on the desk.

ARTIFACT 84: MARLENE'S JOURNAL



After grabbing the bounty behind the Shiv door, go through the nearby double doors. Enter the tent and move into the far section to find Marlene's Journal on the left table.

ARTIFACT 85: MARLENE'S RECORDER 2



After entering Pediatrics and barricading the door, enter the door on the right, Room 608. Sitting on the table against the back wall is her second recorder.

LEFT BEHIND DLC

Ellie starts the Left Behind DLC with these Artifacts still in her backpack: No Pun Intended, No Pun Intended: Volume Too, To Get to the Other Side, Riley's Pendant, Sam's Robot, Walkman, Note from Mom, Switchblade, and Joel & Sarah's Photo. The following can be added to this list as you proceed through the DLC.

BACK IN A FLASH

ARTIFACT 1: COMBINATION NOTE



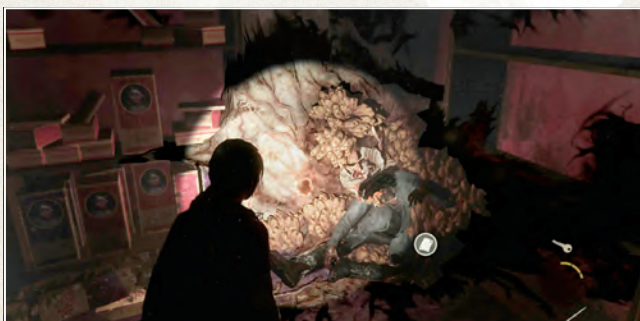
Required to proceed in the game. Found on the floor of the Pharmacy.

ARTIFACT 2: PHARMACY KEY



Required to proceed in Left Behind. Inside the American Princess shop, Ellie searches a body to find a key to the Pharmacy storage room.

ARTIFACT 3: PHARMACIST'S NOTE



After Ellie grabs the Pharmacy Key, a note falls out. Collect the photo booth pictures for the third Artifact.

ARTIFACT 4: SALON NOTE



Enter Rarity Nail Salon through the hole in the wall and follow the line of chairs all the way around until you find a corpse. This note lies on the floor nearby.

MALLRATS

ARTIFACT 5: WANTED POSTER



Follow Riley into the first apartment and search the dining table in the middle of the room to find this poster.

ARTIFACT 6: WARNING NOTE



After Ellie follows Riley into a maintenance hall and down the stairwell, enter the open doorway on the left side of the next corridor. This note is on a desk just ahead.

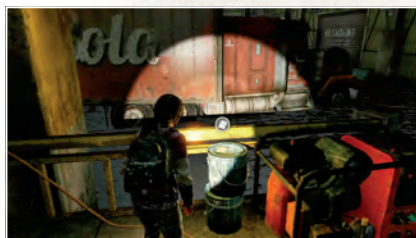
SO CLOSE



ARTIFACT 7: ATRIUM NOTE

From the start of the So Close chapter, turn right and search the opposite corner, near some crafting supplies to find a note on the floor.

ARTIFACT 8: GENERATOR NOTE



This Artifact is hard to miss. It sits atop the generator that you use to power up the gate at the Colorado mall.

ARTIFACT 9: ATRIUM RECORDER



After defeating the two Clickers in the atrium and riding the escalator up a floor, turn left and search inside the tent in the corner to find this recorder.

ARTIFACT 10: MEDICAL SUPPLIES



After completing the So Close chapter, Ellie collects the Medical Supplies from the helicopter.

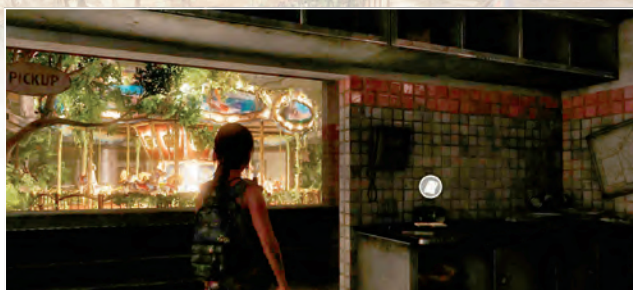
FUN AND GAMES

ARTIFACT 11: NO PUN INTENDED: VOLUME TOO



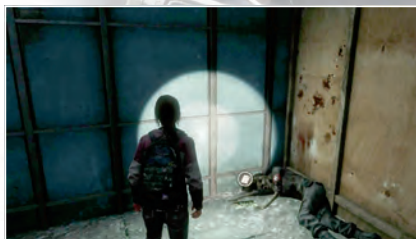
After riding the Merry-Go-Round, Ellie receives another pun book from Riley. You then have the opportunity to hear a series of jokes from Ellie.

ARTIFACT 12: KITCHEN NOTE



Once you have exhausted the puns and entered the Fast Burger kitchen, look for a piece of paper that shimmers on a desk to the left. Collect the note from Winston and add it to your collection.

THE ENEMY OF MY ENEMY

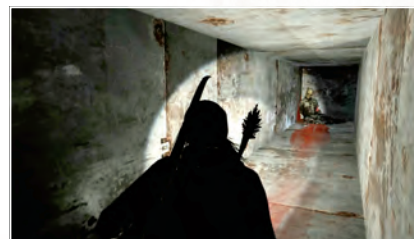


ARTIFACT 13: CREW PHOTO

After exiting the helicopter, follow the path back out to the mall. Enter the open door on the right to find this photo near a corpse.

ARTIFACT 14: DUCT RECORDER

After defeating the first group of Cannibals, crawl into the air duct, down the hall from the restrooms, and follow the blood trail to a dead end where a recorder is beside another corpse. Collect the device to add it to your collection.



TRAINING MANUALS

Look for Training Manuals around the environment. They allow you to craft more powerful and durable items.

BILL'S TOWN

TRAINING MANUAL 1 - SHIVS UPGRADE



As you leave the pub where you and Bill take refuge from the Clickers, look on the far end of the bar to find a Sharpening Training Manual. This teaches you about sharpening, which makes your blades more durable—Shivs last an extra hit.

PITTSBURGH

TRAINING MANUAL 2 - HEALTH KIT UPGRADE

After defeating the first Hunters who attack inside your truck, open the garage in the corner to move on. Climb to the second floor, where you find the Hunter's camp. The Splinting Training Manual is on one of the shelves to the left. This improves your first aid measures in the field. Health Kits heal for 33% more health now.



TRAINING MANUAL 3 - SHIV UPGRADE #2



After grabbing the safe combination, drop down to the first floor and open the safe to find the Blade Reinforcement Training Manual. This manual teaches you how to improve the durability of blades. Your Shivs now last another hit longer.

TRAINING MANUAL 4 - MELEE WEAPON UPGRADE



After exiting the restaurant and returning to the first floor, move down the hall until you find the Melee Weapon Training Manual on a table. This teaches you how to make a better knot when attaching blades to your melee weapon. This makes your modified melee weapon more durable and last one hit longer.

TRAINING MANUAL 5 - MOLOTOV UPGRADE



In the kitchen of the apartment where you meet Henry and Sam, look on the counter to find the Molotov Cocktail Training Manual. This improves the radius of incendiary bombs, making the Molotov's radius 1.5 times wider.

TRAINING MANUAL 6 - NAIL BOMB UPGRADE



As you make your way through the sewer with Henry and Sam, you find a door protected by some kind of sound alarm. After moving through, approach the corner ahead. Search the shelves to find the Proximity Mine Training Manual. This expands the radius of the Nail Bomb's explosion by 1.5 times.

TRAINING MANUAL 7 - MELEE WEAPON UPGRADE #2



After the bend in the street in the suburbs, enter the brick house on the left. At the top of the stairs, look at the attic access and pull the rope. The attic door comes crashing down, but now you can give Ellie a boost so she can take a look around. She comes back with the second Melee Weapons Training Manual. This teaches the proper way to attack with a melee weapon, which results in two extra hits for all melee weapon modifications.



TOMMY'S DAM

TRAINING MANUAL 8 - SMOKE BOMB UPGRADE

Inside the dam's control room (after meeting the two "geniuses"), approach the control panel where a third worker sits. The Smoke Bombs Training Manual is on the left side. It teaches you how to properly create a Smoke Bomb, making them last 10 seconds longer.

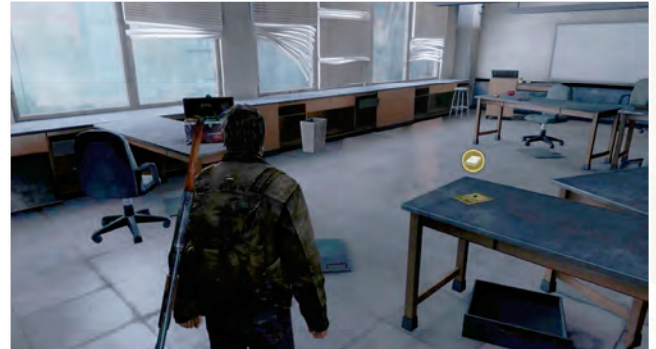
THE UNIVERSITY

TRAINING MANUAL 9 - HEALTH KIT UPGRADE #2



Run up the stairs inside the building on the opposite side of the courtyard from the stadium. Climb out on the roof and enter the open window. The Health Kit Training Manual is on the desk next to a fan. This makes Health Kits another 33% stronger.

TRAINING MANUAL 10 - MOLOTOV UPGRADE #2



Still on the second floor of the science building, use a Shiv on the lecture room. There's a Training Manual on the first table. This teaches the proper use of an incendiary device, which increases the explosion radius of Molotov Cocktails by 2 times.

LAKESIDE RESORT

TRAINING MANUAL 11 - SMOKE BOMB UPGRADE #2

Control is returned to Joel as he enters Donnerville in search of Ellie. Move around the outside of the street to avoid being detected by the Cannibals and enter the motel. Cut through to the bathroom and jump out the window to reach the back alley. Turn left and use a Shiv on the storage shed to find another manual. It teaches proper shaping of an incendiary smoke screen device, causing the smoke to last 20 seconds longer.



BUS DEPOT

TRAINING MANUAL 12 - NAIL BOMB UPGRADE #2

While inside the tunnel, a maintenance room on the right side holds some goodies along with three Runners. Exit through the furthest door and clear the area of enemies. Then look for a truck straight out from the door that lines up perpendicular to the tunnel. Climb onto the back and grab the Proximity Mines Training Manual from the top. This increases the explosion radius of Nail Bombs by 1.5 times.



COMICS

Ellie steals the first Comic from Bill. From then on, Joel collects these as something to take Ellie's mind off things.

COMIC 1



As Joel drives away from Bill's Town, Ellie shows off what she took from Bill's stash. This includes the first Comic.

COMIC 3



After cutting through the presentation room, enter the restaurant's loft area and sidle along the narrow ledge. A Comic is on a coffee table along the railing to the left.

COMIC 5



Walk down the beach's right side at the start of Suburbs until you find a fishing boat. Climb onto the deck and enter the bridge. A Comic is inside on the console.

COMIC 2



After defeating the first group of Hunters, Ellie and Joel cut through a building. Move up the next street and enter the bus that blocks much of the road. A Comic is on the floor at the back of the bus.

COMIC 4



After meeting up with Henry and Sam, descend the stairs one floor and approach the door straight ahead. Use a Shiv to get inside and find a Comic on a desk chair in the kid's bedroom.

COMIC 6



While searching the house just before the dead end, move up to the second floor. Enter the front bedroom and enter the attached bathroom. There's a Comic on the toilet tank.

PITTSBURGH

THE SUBURBS

TOMMY'S DAM

COMIC 7



As you hike along the riverbed on your way to the dam, and before reaching the bridge, climb the rocks on the right. Search next to the crashed car and corpse to find a Comic.

COMIC 8



After Joel and Tommy's search for Ellie on horseback, they end up at a cabin. Enter the Hidden Pines Corral lodge and move upstairs. Go into the first room on the left. A Comic is on the bench against the far window.

THE UNIVERSITY

COMIC 9

Once you arrive at the university and before you enter, turn the horse around. Gallop up the hill all the way to the last passenger car, which is parked next to a delivery truck. A Comic is on the rusty hood.



LAKESIDE RESORT

COMIC 10



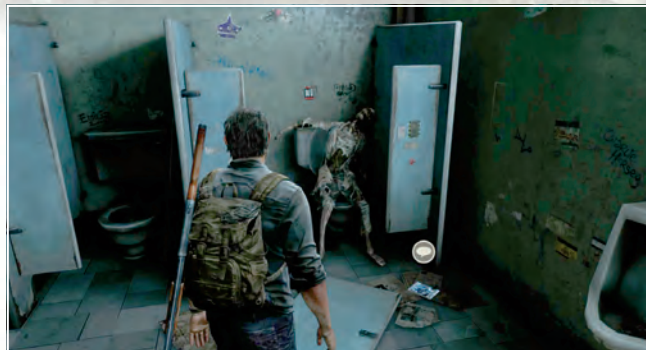
After hitting the deer a couple times, Ellie follows the blood trail into a barn. Enter the small room on the left, where a Comic hides inside a desk drawer.

COMIC 11



After following the Cliffside Walk along Whitefish Lake and cutting through a pipe, climb the nearby steps. A Comic is on one of the benches.

COMIC 12



After cutting through the bus station and viewing the herd of giraffes, you enter the waiting room. Turn right and go inside the men's restroom. A Comic is on the floor next to a stall.

COMIC 13



Inside the tunnel, while heading for the hospital, you drop a ladder down to Ellie so she can climb over a fire truck. Before dropping to the flooded road, climb onto the venting that runs along the tunnel's left side. Follow it to the end to find a Comic.

THE FIREFLY LAB

COMIC 14

During the final scene of the game, after leaving the Salt Lake hospital, you abandon your vehicle and start walking through the nearby woods. As you do so, move over to the right side to find a broken down truck. The final Comic is on the driver's seat.



CONVERSATIONS

Participate in optional conversations to learn more about the post-pandemic world. Some happen automatically, but most require a press of a button. If you see the conversation prompt appear, press the Triangle Button to begin the discussion. Participating in these conversations earns Tags.



OPTIONAL CONVERSATIONS

Activate the following conversations to earn the conversations Tags.

CHAPTER	CONVERSATION
The Quarantine Zone: 20 Years Later	Follow Tess down the street toward the checkpoint and have a conversation with a couple at the newspaper machines.
The Quarantine Zone: Beyond the Wall	Exit the pizza shop through the front door and attempt to romance Tess.
The Outskirts: Outside	At the start of The Outskirts, talk to Tess at the window.
The Outskirts: Downtown	Just after entering the tilted building, discuss the dead soldier in the hallway.
The Outskirts: Museum	After the fight with the Runners in the top floor of the museum, ask Tess if she is okay near the open window.
The Outskirts: Museum	After the fight with the Runners in the top floor of the museum, ask Ellie if she is okay near the open window.
Bill's Town: The Woods	Enter Anthony's Pizza & Subs on Main Street and talk to Ellie at the arcade machine.
Bill's Town: Safehouse	Inside the bar, talk to Ellie about the chess set in the booth.
Bill's Town: Graveyard	After cutting through the treehouse and entering the next house, talk to Ellie in the kid's room on the second floor.
Bill's Town: High School Escape	Encourage Ellie in the truck.
Bill's Town: High School Escape	Give Bill Frank's suicide note.
Pittsburgh: Alone and Forsaken	After the initial fight, enter through the overhead door and talk to Ellie about the bodies in the hunter camp.
Pittsburgh: Alone and Forsaken	Cut through the hunter's camp and drop back into the street. Move up the road and talk to Ellie about the bodies.
Pittsburgh: Alone and Forsaken	Climb over the bus and approach the graffiti on the right wall before the checkpoint maze. Talk to Ellie about the message.
Pittsburgh: Alone and Forsaken	After the bookstore, move through the alley to reach a flooded street. Turn right and look on the right wall for a skinny model advertisement. Talk to Ellie about it.
Pittsburgh: Hotel Lobby	Move over to the bar on the left side of the hotel lobby and interact with the coffee machine to hear a comment from Joel.
Pittsburgh: Hotel Lobby	Climb up the furniture in the second floor room to reach the third floor. Talk to Ellie in the second bathroom about the couple in the bathtub.
Pittsburgh: Hotel Lobby	Enter the ballroom after exiting the hotel restaurant and move over to the right corner. Talk to Ellie about the photo scene.
Pittsburgh: Financial District	After clearing out all of the hunters in the plaza, talk to Ellie about the hung hunter next to the bank.
Pittsburgh: Financial District	After climbing the fire escape next to the credit union, drop into the street and talk to Ellie about the military school sign on the right gate.
Pittsburgh: Financial District	After climbing the fire escape next to the credit union, drop into the street and move over to the next parking lot. There you can discuss the Dawn of the Wolf movie billboard on the side of the building.
The Suburbs: Suburbs	At the bend in the road, approach the house with the "Will Shoot on Sight" graffiti. Joel and Henry discuss the looting that took place soon after the outbreak.

CHAPTER	CONVERSATION
The Suburbs: Suburbs	Inside the demolished kitchen at the end of the first street, Henry discusses barbeques.
The Suburbs: Suburbs	After the bend in the street, approach the ice cream truck to discuss it with the kids.
The Suburbs: Suburbs	In the house next to the dead end. Watch the kids play darts in the living room, then interact with the remaining dart when they are finished.
Tommy's Dam: Hydroelectric Dam	After raising the sluice gate, so that you can cross the water, drop off the walkway through the hole in the rail. Jump over the fallen tree ahead and talk to Ellie about the grave marker.
Tommy's Dam: Hydroelectric Dam	Tommy and Maria show you around the dam. When you reach the pair of horses, talk to Ellie about it.
Tommy's Dam: Bridge	A woman flirts with Joel on the bridge.
The University: Go Big Horns	Enter the University and as you pass a football banner, Joel and Ellie discuss football.
The University: Go Big Horns	Exit the courtyard and approach the dormitory ahead. Pressing the Triangle Button when the prompt appears on the Fireflies logo gets a comment from Ellie.
The University: Science Building	After crossing the walkway in the atrium, Joel and Ellie investigate the Fireflies luggage next to the stairs.
Lakeside Resort: The Hunt	After escaping the Clickers and taking the sky bridge into the mine camp elevator, collect the supplies on the landing and then talk to David about the bodies.
Bus Depot: Highway Exit	As you move down the freeway, stop and talk to Ellie. Joel asks her if she wants to learn guitar.
Bus Depot: Highway Exit	Just before the freeway exit, approach the airline advertisement on the right side of the road. Ellie tells Joel about a dream where she had to fly a plane.
Bus Depot: Highway Exit	Inside the bus station, Joel observes that there is a ladder that they can use.
Bus Depot: Highway Exit	After chasing Ellie out of the bus station and into the next building, interact with the giraffe to pet it.
Bus Depot: Highway Exit	As the herd of giraffes move through the park next door, Ellie and Joel share the view.
Bus Depot: Highway Exit	Before exiting the triage area and cutting through the city bus, talk to Ellie to receive the picture of Joel and Sarah.

LEFT BEHIND

CHAPTER	CONVERSATION
Mallrats	Follow Riley through the apartments until you find a Firefly logo on the living room wall. This starts the first Optional Conversation in Left Behind.
Mallrats	After entering Liberty Gardens and running down the escalator, turn right and find the travel advertisement on the left wall. Interact with it to discuss future plans.
Mallrats	From the starting escalator in Liberty Gardens, look for a water gun advertisement just before the left turn, where Ellie and Riley talk about the water guns they once enjoyed.
Mallrats	After descending the second escalator in Liberty Gardens, talk to Riley right away to reminisce about an old friend.
Mallrats	Enter the tent after talking with Riley and interact with the papers and photo on the nightstand.
Mallrats	Exit Winston's tent and approach the planter ahead. A saddle thrown over the bench starts another conversation.
Mallrats	After putting on the mask in the Halloween shop, find the Skeleseer in the front-left corner. Continue to interact with the toy until you can no longer do so.
Mallrats	In the right-rear corner of the Halloween shop, interact with the jar of eyeballs.
Mallrats	After Ellie ponders the reason for eyeballs in a jar, Riley makes her way to the other side of the shop and tries on a Dracula mask. Talk to her to trigger another conversation.
Mallrats	Go to the center aisle in the Halloween shop and try on the green witch mask. Talk to Riley to complete the Optional Conversations for this chapter.
Fun and Games	From the start of this chapter, interact with the horse on the Merry-Go-Round.
Fun and Games	After dismounting the Merry-Go-Round horse, Riley gives Ellie another pun book. Continue to read jokes from it until you are unable to do so. There are several of them, so you might as well explore as you do so.
Fun and Games	Exit the restaurant, turn right, and run past the Merry-Go-Round. Descend the few steps and interact with the Sharesnap photo booth ahead.

ELLIE'S JOKES

There are times during Pittsburgh and the Suburbs, where performing certain actions causes Ellie to get her joke books out in an attempt to lighten the mood. These not only earn you Tags, but by listening to all five occurrences, you complete a Gold Trophy.

PITTSBURGH

ELLIE'S JOKES 1



Cut through the Hunter's camp, drop down to the street, and move behind the newspaper machines as three hunters show up. Once they have vacated the area, approach the bus that blocks the exit. Wait for Ellie to say something about climbing over the bus and then wait about 20 seconds. At this time she pulls out a joke book and proceeds to tell some jokes to lighten the mood.

ELLIE'S JOKES 2



Once you have defeated everyone in the bookstore, remain in the shop. Wait about two minutes and Ellie will once again lighten the mood with some humor from her books.

ELLIE'S JOKES 3



Before proceeding into the flooded street in front of the hotel, head to the right toward the dead end. Approach the advertisement on the right wall with the skinny model. Talk to Ellie about it. After the conversation, she studies the writing along the wall as she makes a loop that ends back at the ad poster. Soon after stopping, she once again pulls out her joke book.

ELLIE'S JOKES 4



Inside the hotel, after you have found the safe combination and opened the safe, return to the landing where Ellie waits. Momentarily, she pulls out her joke book and attempts to make you laugh.

THE SUBURBS

ELLIE'S JOKES 5

To hear Ellie's last jokes, you need to start four conversations throughout the suburbs. In any order, participate in the following conversations.

Henry discusses barbeques in the destroyed kitchen at the end of the first street.



Approach the "Shoot on Sight" writing on the side of the nearby house to talk about looters.



The group talks about the ice cream truck when it is approached.



At the dead end, discuss the Firefly logo on the wall.



Once these four conversations have taken place, stand still for a few seconds and Ellie pulls out her joke book to lighten the mood.





FACTIONS

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FACTIONS BASICS

CHOOSE A SIDE

When creating your Clan, you must first decide which faction you want to be a part of, the Hunters or the Fireflies. Both sides are equally matched and your decision has no effect on your combat ability.



HUNTERS

The Hunters consist mainly of survivors from fallen quarantine zones. They are extremely resourceful, often able to craft weapons and equipment from whatever debris they can find. They adhere to the Survival of the Fittest principle, and while extremely loyal to their own group, they are more than willing to kill anyone trying to grab their territory or resources. They are always trying to increase their numbers to help fight off other factions and scavenge for resources.

FIREFLIES

An organized militia group, the Fireflies were kicked out of the last few remaining quarantine zones due to their political beliefs. They fervently believe there is a cure to be found and will do anything to keep that belief alive. They are always happy to recruit anyone who is willing to fight for their cause, but they won't tolerate anyone or anything that stands in the way of that belief.

Decades after the initial outbreak, the world is a hostile place. In *The Last of Us* Factions mode, you choose to ally with the Hunters or the Fireflies as you work to keep your group of survivors alive and grow your Clan.

Multiplayer action in *The Last of Us* is fast-paced, engaging, and steeped in the fight for survival. To keep your clan alive and grow it in size, you need supplies, which are earned by fighting with your faction in one of three game modes available—Supply Raid, Survivors, or Interrogation. Your goal is to keep your clan alive for 12 weeks. Each match takes place during one day of game time. Survive for 12 weeks and you unlock new character customization items based on the size of your Clan.

CONTINUING THE FIGHT

When starting a new Metagame, any skills, weapons, or customizations that you've previously unlocked remain available to you during your next Factions Metagame.

SCAVENGING SUPPLIES



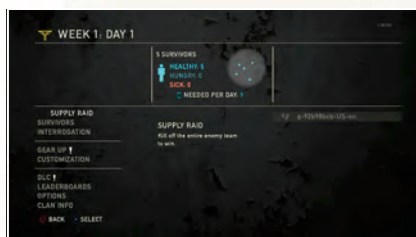
The focus of multiplayer play in *The Last of Us* is Clan growth and survival. Scavenging supplies is the way to accomplish these goals. Supplies are gained based on how well you do in the match. Killing an enemy, assisting in a kill, reviving allies, and crafting items all earn you parts. At the end of the match, these parts are converted into supplies. Enemies also drop supplies when they die, which can be looted.



EXTRA SUPPLIES

The total of the parts you earn during a match, whether you spend them or not, is transferred into supplies for your Clan.

POPULATING YOUR CLAN



While you can populate your Clan with random NPCs, you can also populate your Clan with your friends' names via Facebook. This personalizes your Clan, but doesn't post to your Facebook wall.

To further aid with the immersion, there are special events that allow you to rescue characters with your friends' names, among other things. Linking up with Facebook also gives you access to three One-Use Boosters.

LEADING YOUR CLAN

You can customize your avatar, view the state of your Clan, select the various Multiplayer Modes, and adjust your loadout.

VIEWING YOUR CLAN

You can view all of your Clan's vital information at the top of the Clan Screen:

- **How long you've been fighting and what faction you fight for.**
- **Supplies:** This shows how many you have and how many your Clan consumes per day. Remember that one match equals one day.
- **Population:** This shows how many Survivors are in your Clan, how many are hungry, and how many are sick. This is based on how well your supply meets the demand of your Clan. Both hunger and sickness are caused when there are not enough supplies to meet your needs. If a Clan member is sick and you fail to meet the demand for supplies again, there is a chance of that Clan member dying.



- **Clan Activity:** The Clan Activity ticker, located in the top right box, shows what each person has been up to recently. This includes becoming sick or catching food. Even deaths are reported here. If you personalize your Clan through your Facebook, you see your friends' names in the Clan Activity.

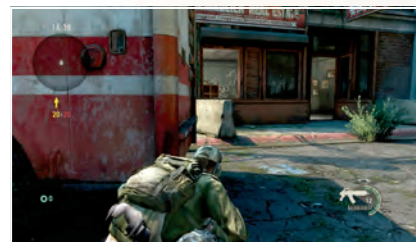
MULTIPLAYER MODES

The Last of Us has three Multiplayer Modes: Supply Raid, Survivors, and Interrogation. These offer unique challenges to your Clan's survival and count toward your Clan's progression. All modes count as one day per match, even though Survivors is played as best of seven rounds. The first team to win four rounds wins the match. The player limit for either mode is eight—four per team.

SUPPLY RAID

During Supply Raid, you join other Hunters or Fireflies, based on your faction, to scavenge supplies from the area to keep your Clan alive. Each team has a pool of 20 lives. Once that total has been reached, the match goes into Sudden Death! Teams in Sudden Death can no longer respawn.

During a Supply Raid, any crafted items or materials carry over between deaths. This allows you to better plan when best to use any crafted items. Be sure to take full advantage of crafting opportunities.



SURVIVORS

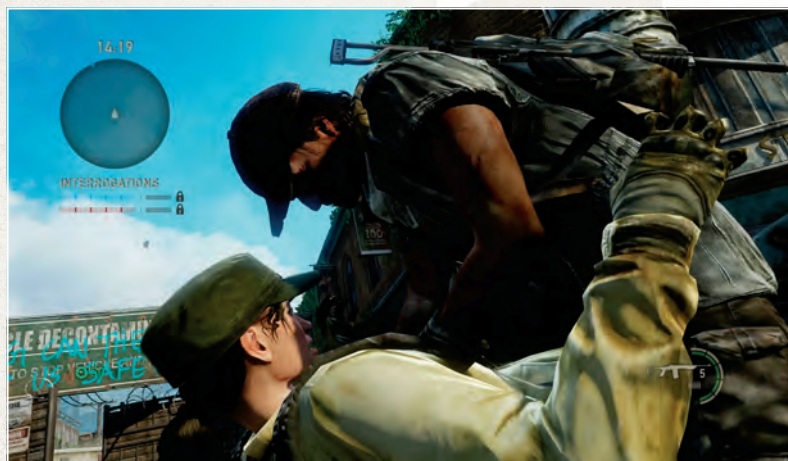


Survivors is very unforgiving; there are no respawns in each round. Once a team has been defeated, both teams move on to the next Round until enough wins have been accumulated by either side to declare an overall winner of the best out of seven rounds. Depending on the number of wins for each team, this may take all seven rounds, or it can be over in as few as four. Crafted items do not carry over between rounds. Make sure you quickly use anything you create so your crafting efforts are not wasted if you die.

INTERROGATION

Interrogation is the newest mode in *The Last of Us* Factions. The team's first objective is to interrogate five opponents. An interrogation is performed on a downed opponent or during a shiv kill. This takes longer than the usual special execution or shiv kill, so a player must be sure it is safe to do so. This action can be interrupted. Two meters on the left side of the heads-up-display tally successful interrogations.

After successfully interrogating the fifth enemy, you start to locate the opposing team's lockbox. During this time, the faction who was interrogated has a chance to set up defenses around the box. After 30 seconds, the position is revealed and then you must attack the container in an attempt to get it open. On the right side of the two interrogation meters, three segments represent three stages to unlocking the lockbox. This is also shown on a circular meter on the safe itself. Always be aware of the opposing team's progress in the game as it can change the tactics of your side. Notifications flash on screen when a lockbox is being located and when it's being attacked.



There's no set number of lives, so players can respawn as often as needed. The defending team must continue to interrogate enemies in an attempt to find the other lockbox. The team that gets the opponent's safe open first, wins the round. If time runs out before a lockbox is successfully cracked, then the team that's made the most progress wins. With about three minutes remaining, overtime begins and unlock speed is increased, making it more likely that someone gets a lockbox open.

GEARING UP

Multiplayer mode also lets you customize your loadout to suit your own playstyle. There are six customizable loadout slots. Each loadout has two weapon slots (one small firearm, one large firearm), four survival skill slots, and one purchasable equipment slot. When you start your Clan, you begin with nine loadout points to distribute into these slots. As your Clan's overall store of supplies grows, you can eventually earn up to 13 loadout points.



EXPERT LOADOUTS

SILENT STEALTH - None of these weapons will register on radar and the player is hidden from listen mode while crouch walking.

POINT DISTRIBUTION

EQUIPMENT	POINT COST
Silenced 9MM	2 points
Bow	3 points
Covert Training 2	4 points
Machete	3 points

SUPPORT TEAM 6 - You can gift a crafted item every 2 creations, revive fallen teammates faster with more health, and sprint longer for entering and exiting danger zones.

POINT DISTRIBUTION

EQUIPMENT	POINT COST
Revolver	0 points
Semi-Auto Rifle	2 points
Crafter 3	6 points
Marathon Runner 2	3 points
Reviver 2	3 points

LONG-RANGE RECON SNIPER –

You are able to respawn on a chosen teammate, longer and group marks, long-range silenced sniping.

POINT DISTRIBUTION

EQUIPMENT	POINT COST
9MM	0 points
Silenced Hunting Rifle	4 points
Strategist 3	5 points
Hawk-eyed 3	4 points

DEMOLITION MAN - High damage potential at close range, crafted explosive radius increases, brawler melee upgraded, and you can heal yourself faster.

POINT DISTRIBUTION

EQUIPMENT	POINT COST
Shorty	1 point
Burst Rifle	2 points
Explosion Expert 2	3 points
Brawler 2	3 points
First Aid Training 1	2 points
Flamethrower	2 points

GRUNT WORK - All-around infantryman; best for defeating enemies and building items for yourself quickly.

POINT DISTRIBUTION

EQUIPMENT	POINT COST
Revolver	0 points
Semi-Auto Rifle	2 points
Sharpshooter 1	2 points
Strategist 1	1 point
Pistol Auto-zoom 2	2 points
Crafter 1	2 points
Assault Rifle	3 points

Come At Me Bro - Rush brawling play style; high mobility, increased survivability with the health regeneration on melee hits, longer lasting melee weapon upgrades, and bigger explosion radius for any crafted items.

POINT DISTRIBUTION

EQUIPMENT	POINT COST
Revolver	0 points
Semi-Auto Rifle	2 points
Marathon Runner 2	3 points
Brawler 2	3 points
Explosion Expert 1	1 point
Machete	3 points

When creating your own customizable loadout, you only start with nine points to distribute between all of your options. The amount of loadout points you get is directly related to how many supplies you earn throughout the life of your Clan. The cost to equip any weapon or skill is listed in the tables in the Weapon Selection, Survival Skill, and Purchasable Equipment sections.

There are also eight pre-generated classes you can use to get into the action quickly. The weapons and Survival Skills in these pre-generated classes are locked and cannot be changed. These classes and their loadouts are as follows:

- **Assault:** Shorty, Full-Auto Rifle, Brawler 1, Marathon Runner 2, Explosion Expert 1, Strategist 1, Shotgun
- **Sniper:** Revolver, Hunting Rifle, Sharpshooter 3, Hawk-Eyed 2, Military Sniper
- **Support:** 9MM Pistol, Semi-Auto Rifle, Crafter 2, First Aid Training 2, Reviver 2, No Purchasable
- **Stealth:** Silenced 9MM, Bow, Covert Training 3, Sharp Ears 3, No Purchasable
- **Onslaught:** Enforcer, Semi-Auto Rifle, Fortitude 2, Scavenger 2, Awareness 1, Marathon Runner 1, Double Barrel
- **Infiltrator:** Silenced Enforcer, No Large Firearm, Gunslinger 2, Executioner 2, Specter
- **Rainmaker:** 9MM Pistol, Burst Rifle, Bomb Expert 2, Damage Marker 1, Explosion Expert 1, Fortitude 1, Launcher
- **Striker:** Revolver, Full-Auto Rifle, Agility 2, Brawler 2, Machete, Marathon Runner 1

ONE-USE BOOSTERS



ONE-USE BOOSTERS

BOOSTER	EFFECT
Starting Ammo Multiplier	25% increased ammo for large and small firearms
Cheaper Ammo	25% reduction for all ammo costs
Armor	25% cheaper
Cheaper Purchased Weapons	25% cheaper
Starting Small Firearm Upgrade	Start with Level 1 upgrade
Starting Large Firearm Upgrade	Start with Level 1 upgrade
Increased Part Earnings	10% more parts earned

SUPPLIES NEEDED TO UNLOCK LOADOUT POINTS

SUPPLIES	POINTS AVAILABLE
75	10
525	11
1650	12
3825	13

GETTING A HEAD START

Choosing one of the pre-generated classes gets you into the multiplayer quickly without having to think about your loadout. This is advantageous as the pre-generated classes allow you access to Survival Skills which aren't immediately otherwise available, and they equal out to 13 starting loadout points, rather than the nine you can spend building your own class.

One-Use Boosters grant you bonuses for your current match. You select them after choosing your loadout. You can earn these special power-ups by growing your Clan size and completing missions. For every five members in your Clan, you earn a Booster. For example, you start with five Clan members. When your Clan grows to 10 members, you earn a Booster. However, if you lose a member and drop to nine, your next Booster is still rewarded at 15, not 14. Successfully completing missions at higher tiers grants more One-Use Boosters.

WEAPON SELECTION

Each of your two weapon slots is specific to the type of weapon you can carry there. The first slot allows you to equip only small firearms, while the second is for large firearms only.



WEAPON	TYPE	COST	UNLOCK	RATE OF FIRE	RELOAD SPEED	DAMAGE	ACCURACY	CLIP SIZE/ L1/L2	AMMO CAPACITY/ L1/L2
Revolver	Small Firearm	Free	Start	4/10	3/10	5/10	6/10	6/7/8	18/19/20
9MM Pistol	Small Firearm	Free	Start	7/10	6/10	2/10	4/10	7/9/11	37/39/41
Silenced 9MM Pistol	Small Firearm	2	250 Supplies	7/10	6/10	2/10	4/10	7/9/11	37/39/41
Shorty	Small Firearm	1	375 Supplies	4/10	3/10	6/10	5/10	2/2/2	8/8/8
Silenced Shorty	Small Firearm	3	1125 Supplies	4/10	3/10	6/10	5/10	2/2/2	*8/8/8
Semi-Auto Rifle	Large Firearm	2	Start	5/10	4/10	5/10	7/10	8/11/14	38/41/44
Silenced Semi-Auto Rifle	Large Firearm	4	700 Supplies	5/10	4/10	5/10	7/10	8/11/14	38/41/44
Burst Rifle	Large Firearm	2	1375 Supplies	6/10	4/10	3/10	4/10	9/12/15	33/36/39
Silenced Burst Rifle	Large Firearm	4	3000 Supplies	6/10	4/10	3/10	4/10	9/12/15	33/36/39
Hunting Rifle	Large Firearm	2	Start	2/10	2/10	8/10	9/10	1/1/1	16/16/16
Silenced Hunting Rifle	Large Firearm	4	1950 Supplies	2/10	2/10	8/10	9/10	1/1/1	16/16/16
Bow	Large Firearm	3	3400 Supplies	3/10	4/10	6/10	7/10	1/1/1	16/16/16
Enforcer	Small Firearm	1	DLC	6/10	6/10	4/10	7/10	7/9/11	37/39/41
Silenced Enforcer	Small Firearm	3	DLC	6/10	6/10	4/10	7/10	7/9/11	37/39/41
Full-Auto Rifle	Large Firearm	2	Start	4/10	4/10	2/10	5/10	12/15/18	48/51/54


* Starts with 7 but can only purchase a max of 6 shells

SURVIVAL SKILLS




You can equip up to four Survival Skills at once. This is where a large part of your ability for customization comes in. Try them all out to see which best suits your particular style of play.

BRAWLER




LEVEL 1	Cost 2	UNLOCK	150 Supplies
Description	Craft modded weapons in half the time. They can take an additional hit and gain 10 health back with each melee attack.		




LEVEL 2	Cost 3	UNLOCK	1950 Supplies
Description	Craft modded weapons in half the time. They can take an additional hit and gain 10 health back with each melee attack.		

COLLECTOR



LEVEL 1	Cost 3	UNLOCK	375 Supplies
Description	Increases the number of parts you earn by 10%.		



LEVEL 2	Cost 5	UNLOCK	4275 Supplies
Description	Increases the number of parts you earn by 20%.		

COVERT TRAINING



LEVEL 1 Cost 2 **UNLOCK** Start

Description Start with a Shiv on each spawn.



LEVEL 2 Cost 4 **UNLOCK** 700 Supplies

Description You won't show up in the enemy's listen mode when crouch walking, and start with a Shiv on each spawn.



LEVEL 3 Cost 5 **UNLOCK** 6325 Supplies

Description You can't be marked, won't show up in the enemy's listen mode when crouch walking, and start with a Shiv on spawn.

CRAFTER



LEVEL 1 Cost 2 **UNLOCK** Start

Description Craft 75% faster.



LEVEL 2 Cost 4 **UNLOCK** 700 Supplies

Description Craft 75% faster, and for every three items you craft, you receive a giftbox. Equip this giftbox using the directional buttons menu and you can give it to an ally. They receive a random item.



LEVEL 3 Cost 6 **UNLOCK** 5250 Supplies

Description Craft 75% faster, and for every two items you craft, you receive a giftbox. Equip this giftbox using the directional buttons menu and you can give it to an ally. They receive a random item.

EXPLOSION EXPERT



LEVEL 1 Cost 1 **UNLOCK** 25 Supplies

Description Grenade launcher and bomb radius are increased by 20%. Molotov radius is increased by 10%.



LEVEL 2 Cost 3 **UNLOCK** 2275 Supplies

Description Grenade launcher and bomb radius are increased by 40%. Molotov radius is increased by 20%.

FIRST AID TRAINING



LEVEL 1 Cost 2 **UNLOCK** 25 Supplies

Description Use Health Kits 75% faster.



LEVEL 2 Cost 4 **UNLOCK** 1125 Supplies

Description Use Health Kits 75% faster and can heal injured teammates. When looking at an injured teammate, you can hold [X] to slowly heal them. 10 health every 2 seconds.



LEVEL 3 Cost 6 **UNLOCK** 4275 Supplies

Description Use Health Kits 75% faster and can heal injured teammates. When looking at an injured teammate, you can hold [X] to slowly heal them. 20 health every 2 seconds.

HAWK-EYED



LEVEL 1 Cost 2 **UNLOCK** 25 Supplies

Description Marks last 3 seconds longer. Aim at an enemy and click R3 to mark.



LEVEL 2 Cost 3 **UNLOCK** 375 Supplies

Description Marks last 3 seconds longer and marked enemies glow. Aim at an enemy and click R3 to mark.



LEVEL 3 Cost 4 **UNLOCK** 3400 Supplies

Description Marks last 3 seconds longer, marked enemies glow, and enemies within a short distance of the target are also marked. Aim at an enemy and click R3 to mark.

MARATHON RUNNER



LEVEL 1 Cost 1 **UNLOCK** Start

Description Sprint for 15% longer and sprint regenerates 15% faster.



LEVEL 2 Cost 3 **UNLOCK** 250 Supplies

Description Sprint for 30% longer and sprint regenerates 30% faster.

PISTOL AUTO-ZOOM



LEVEL 1 Cost 1 **UNLOCK** Start

Description Zoom in while aiming a 9mm, Revolver, or Enforcer.



LEVEL 2 Cost 2 **UNLOCK** 150 Supplies

Description Zoom in further while aiming a 9mm, Revolver, or Enforcer.

REVIVER



LEVEL 1 Cost 1 **UNLOCK** Start

Description Revive fallen teammates 30% faster and with 20 more health.



LEVEL 2 Cost 3 **UNLOCK** 1375 Supplies

Description Revive fallen teammates 45% faster, revive them with 25 more health, and get 25% more parts from revives.



LEVEL 3 Cost 4 **UNLOCK** 2625 Supplies

Description Revive fallen teammates 55% faster, revive them with 30 more health, and get 50% more parts from revives.

SHARP EARS



LEVEL 1 Cost 1 **UNLOCK** 250 Supplies

Description The listen mode meter regenerates 15% faster and you can stay in listen mode 20% longer.



LEVEL 2 Cost 2 **UNLOCK** 3000 Supplies

Description Enter listen mode more quickly, the listen mode meter regenerates 30% faster, and you can stay in listen mode 20% longer.



LEVEL 3 Cost 3 **UNLOCK** 6900 Supplies

Description Move quickly while in listen mode, enter listen mode more quickly, the meter regenerates 35% faster, and stay in listen mode 30% longer.

SHARPSHOOTER



LEVEL 1 Cost 2 **UNLOCK** Start

Description Scope sway reduced by 25% and damage wobble reduced by 20%.



LEVEL 2 Cost 4 **UNLOCK** 900 Supplies

Description Scope sway reduced by 37% and damage wobble reduced by 35%. Get 15 health back for each headshot.



LEVEL 3 Cost 5 **UNLOCK** 4750 Supplies

Description Scope sway reduced by 50% and damage wobble reduced by 65%. Get 25 health back for each headshot.

STRATEGIST



LEVEL 1 Cost 1 **UNLOCK** Start

Description Know when you've been marked.



LEVEL 2 Cost 4 **UNLOCK** 2275 Supplies

Description Know when you've been marked and see nearby enemies on the radar.



LEVEL 3 Cost 5 **UNLOCK** 5775 Supplies

Description Know when you've been marked, see nearby enemies on the radar, and you can choose an ally to respawn on. You are able to respawn several seconds early.

SITUATIONAL SURVIVAL SKILLS BUNDLE

The following skills are available with the Situational Survival Skills DLC Bundle and are available to purchase in the PSN store.

AGILITY



LEVEL 1 Cost 2 **UNLOCK** Start

Description Crouch walk and climb slightly faster.



LEVEL 2 Cost 4 **UNLOCK** Start

Description You are nearly impossible to hear while moving. Walk, climb, and crouch walk very quickly.

AWARENESS



LEVEL 1 Cost 1 **UNLOCK** Start

Description Enemy nametags remain on screen for 5 seconds when you take damage.



LEVEL 2 Cost 3 **UNLOCK** Start

Description Enemy nametags appear at twice the normal distance and remain on screen when you take damage for 10 seconds.

FORTITUDE



LEVEL 1 Cost 1 **UNLOCK** Start

Description Bleed out time is increased by 25%, slightly increased downed crawling speed, and earn 25 parts after healing more than half health.



LEVEL 2 Cost 3 **UNLOCK** Start

Description Start with a health pack, earn 50 parts for healing more than half health, and carry an extra health pack. Bleed out time is increased by 50% and downed health is increased, along with much faster crawling speed.

SCAVENGER



LEVEL 1 Cost 2 **UNLOCK** Start

Description Enemies drop 50% more ammo.



LEVEL 2 Cost 4 **UNLOCK** Start

Description Automatically pick up ammo and supplies from kills and enemies drop double the ammo.



LEVEL 3 Cost 5 **UNLOCK** Start

Description Enemies sometimes drop a random crafting item and always drop double ammo. Automatically pick up ammo and supplies from kills.

PROFESSIONAL SURVIVAL SKILLS BUNDLE

The following skills are available with the Professional Survival Skills Bundle DLC Bundle and are available to purchase in the PSN store.

BOMB EXPERT



LEVEL 1 Cost 2 **UNLOCK** Start

Description Smoke bombs have a very short fuse.



LEVEL 2 Cost 3 **UNLOCK** Start

Description Placed bombs, thrown smoke bombs, and thrown bombs have an even shorter fuse.



LEVEL 3 Cost 5 **UNLOCK** Start

Description You are immune to the stun of your own smoke bomb. Placed bombs, thrown smoke bombs, and thrown bombs have a very short fuse.

DAMAGE MARKER



LEVEL 1 Cost 2 **UNLOCK** Start


Description Any damage dealt marks the target who receives the damage. Combine this with Explosion Expert to mark more targets for your team.



LEVEL 2 Cost 4 **UNLOCK** Start

Description Earn double the parts for marking enemies and any damage dealt marks the target who receives the damage.

EXECUTIONER



LEVEL 1


Cost 1

UNLOCK

Start

Description

Earn double the parts for shiv kills.



LEVEL 2

Cost 3

UNLOCK

Start

Description

Earn 50% more parts for special executions, get an extra shiv use every time you craft a shiv, and earn double the parts for shiv kills.



LEVEL 3

Cost 4


UNLOCK

Start

Description

Get 2 extra shiv uses every time you craft a shiv and earn double the parts for shiv kills, special executions, and interrogations.

GUNSLINGER



LEVEL 1


Cost 2

UNLOCK

Start

Description

Pistol ammo is increased by 50% at spawn (this does not stack with weapon upgrades). These skills are great for playing pistols only.



LEVEL 2

Cost 4

UNLOCK

Start

Description

Pistol ammo is doubled at spawn (this does not stack with weapon upgrades).

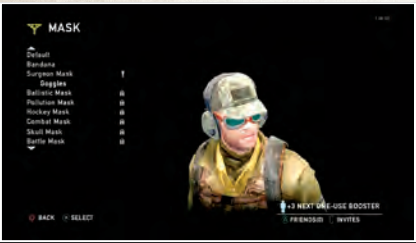
PURCHASABLE EQUIPMENT


During a match, you can visit the Store by accessing your backpack. From there, you can purchase the equipment you selected in your loadout with the parts you receive from killing enemies, crafting, reviving players, or looting Item Stashes.




ITEM	POINTS COST	PARTS COST	UNLOCK	RATE OF FIRE	RELOAD SPEED	DAMAGE	ACCURACY	CLIP SIZE	AMMO CAPACITY
El Diablo	3	270	150 Supplies	4/10	3/10	6/10	8/10	6	12
Assault Rifle	3	350	900 Supplies	9/10	4/10	3/10	5/10	20	50
Shotgun	3	320	Start	5/10	3/10	8/10	5/10	6	14
Military Sniper	3	440	6900 Supplies	6/10	3/10	10/10	9/10	5	15
Flamethrower	2	300	4750 Supplies	9/10	3/10	2/10	4/10	100	200
Machete	3	400	2625 Supplies	N/A	N/A	N/A	N/A	2 Kills	4 Kills
Double Barrel	1	240	Start	4/10	4/10	6/10	5/10	2	10
Specter	3	350	Start	10/10	6/10	1/10	4/10	20	50
Launcher	4	375	Start	1/10	1/10	5/10	7/10	1	12

CUSTOMIZATION







In addition to your loadout, there are a couple of ways in which you can further customize your multiplayer experience:

- **Appearance:** You can modify your character's appearance in multiplayer matches in the Appearance section. You can unlock new selections by growing your Clan.
- **Emblem:** Personalize your Clan with a custom emblem! Once you've chosen an emblem, you can place it on pieces of equipment and even clothing.


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BATTLE BASICS

Multiplayer matches in *The Last of Us* involve more than just kill or be killed and include different aspects, such as collecting supplies and crafting. While you can certainly spend your time just running around and shooting the enemy, players who take this into account have a distinct advantage over those who don't. Your experience with the single-player game serves you well in multiplayer matches.

KEEPING TRACK OF SCORE

During a match, you can easily keep track of how well your Team is doing. In the screen's upper-left portion, just below the radar, you can find eight figures representing the players participating in a match. On the left is your Team, which will either be blue for Hunters, or yellow for Fireflies. The opposing team is always shown as red. When a player is killed in Supply Raid mode, you can see if they're dead and waiting for respawn as they are marked with an "X." Below these figures, you see the total number of lives available in a Supply Raid match. During a Survivors match, instead of total number of lives, each side has four circles designating the number of rounds won by each Team. That way, you can always tell how you're doing overall.

Interrogation is a 4 versus 4, two-part objective game mode where rival factions vie to find and open the other faction's lockbox, stealing the supplies inside. Each team must first achieve five interrogations of players on the other team. Players can get interrogations by shivving an enemy, or getting an enemy into the down state, then pressing  while next to them. Once your team collects five interrogations, the location of the enemy's lockbox is revealed. Your team must attempt to open the lockbox before the other team can collect five interrogations and open your lockbox first. Whichever team opens the opposing team's lockbox first wins.

LISTENING



Listen Mode is a special ability that enables you to detect non-stealthy enemy movement and location. This works by showing outlines of enemies who are moving and within close range. While in listen mode, you can also see nearby enemies through walls or other obstacles, allowing you to know their position. The listen ability cannot be used indefinitely and takes some time to recharge.

SPRINTING



While sprinting doesn't last very long, it's a great tool to use when running from cover to cover, for making dashes to item stashes, or to escape to a more secure location if you're overwhelmed by the enemy. Another good use of sprinting is to dash to an unsuspecting enemy for a quick kill before they see you coming. Sprinting also works well to lure pursuing enemies into traps. When sprinting, you appear on your enemy's radar.

USING EXPLOSIVES

The explosives available in multiplayer are Molotovs, Nail Bombs, and Smoke Bombs. Each has their own unique uses in battle and must be crafted from materials scavenged from Item Stashes. Molotovs are great area-effect damage-over-time weapons. They are perfect for knocking people out of cover or outright killing them. Molotovs can be quick-thrown directly at a nearby target or launched in an arc, which allows you to more precisely toss them around or behind cover. Nail Bombs function in two ways. You can throw a Nail Bomb in an arc, much like the Molotov, and it detonates after a short fuse upon landing, causing massive damage. Nail Bombs also function as traps, which is often far more useful than just tossing them. By placing a Nail Bomb near your location, you can protect your flank. Another good tactic is to place a Nail Bomb in a high traffic area where you are sure to catch an enemy by surprise. Smoke Bombs are extremely useful for stunning your enemies, allowing you to move in for a quick kill or to make your escape when overwhelmed. While the enemy is stunned, use a Shiv to kill from the front.



DAMAGE AND DEATH

When your health is reduced to zero, you do not immediately die, but instead become downed. You are extremely vulnerable in this position. You can only crawl and are susceptible to enemy executions. You only have a short amount of time before your wounds get the best of you and you die. When downed, do your best to crawl towards a teammate so they can revive you. Be on the lookout for any teammates in trouble and revive them whenever you are able.



While you probably won't like being on the receiving end of an execution, they are great fun to perform on the enemy! Once an enemy is downed, quickly perform an execution before their teammates get the chance to revive them. In addition to taking them out of the fight, at least temporarily, this earns you extra parts, which come in handy.

Parts are used to purchase equipment, weapons, ammo, and upgrades in the Store. You earn parts for doing almost any action in multiplayer, such as killing opponents, reviving teammates, performing executions, scoring headshots, and opening Item Stashes.

EARNING REWARDS

Most actions you perform in a multiplayer match earn you parts. These parts are a form of currency which can be used to purchase ammo and upgrades in the Store. The following table shows how many parts are earned for each action.

PARTS EARNED

ACTION	SUPPLY RAID	SURVIVORS	INTERROGATION
Revive	100	100	100
Heal Other	20/40	20/40	20/40
Give Gift	100	100	100
Craft Item	30	30	30
Execution	50	50	30
Special Execution	75	75	50
Marked Target	15	15	15
Marked Target Downed	25	25	25
Retaliation	50	50	50
Revenge	50	50	50
Lose Game	—	650	—
Win Round	—	100	—
Lose Round	—	200	—
Last One Standing	500	200	200
Long—range Down	30	30	30
Assist	50	50	30
Headshot Down	30	30	30

ACTION	SUPPLY RAID	SURVIVORS	INTERROGATION
Molotov Down	25	25	25
Bomb Down	25	25	25
Shiv Execution	75	75	50
Downed Enemy	100	100	50
Defender Executed	—	—	100
Interrogation	—	—	75
Opening Lockbox	—	—	250
Minor Victory	—	—	300
Decisive Victory	—	—	600
Rampage	50	50	50
Interrogation Denial	—	—	50
Interrupt unlock	—	—	30
Attacker Downed	—	—	100
Attacker Executed	—	—	100
Defender Downed	—	—	100
Absolute Victory	—	600	1000

USING THE MINI-MAP

Your radar is found in the screen's upper left corner. Use it to track Item Stashes (shown as white dots) and enemy movement and gunfire (shown as red dots). You can also see supplies when they are dropped by fallen foes, indicated by a blue dot.

While you want to be aware of your immediate surroundings, always try to keep an eye on the map so you don't miss any nearby Item Stashes that may have recently respawned.

CRAFTING

Crafting in multiplayer is essentially the same as it is in single-player mode with the exception of Melee Upgrades, Molotovs, and Nail Bombs. In multiplayer crafting, these require one additional item making the recipes: Melee Weapon + Blade + Binding + Rag, Rag + Alcohol + Binding, and Blade + Explosive + Sugar, respectively. Health Kits are quite useful in multiplayer, but are often easy to find lying around the maps. Therefore, it's best to save these supplies for other items, such as the Molotov Cocktail. Nail Bombs are great for hiding around corners to set up traps and guarding your flank. Smoke Bombs are very useful for providing cover and for momentarily stunning enemies, allowing you to finish them off however you please. In fact, enemies stunned by Smoke Bombs can even be shivved from the front. Note that in Supply Raid and Interrogation, a Melee Weapon is lost when you are killed, whereas an upgraded Melee Weapon returns with you. Combining this with its one-hit kills makes this weapon extremely valuable. If you happen to find a 2x4, mod it as soon as you can. Refer to the Crafting section of this guide to see all the information and available recipes.

COVERT TACTICS

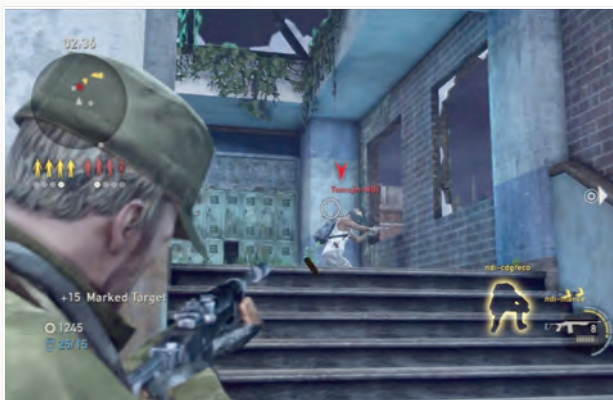
Using unlocked silenced weapons makes your loadout slightly more expensive. However, the benefit of firing and not being detected on the mini-map is crucial to keeping your position hidden from the enemy.

ITEMS



Controlling areas with Item Stashes is extremely beneficial to your team. In addition to providing crafting materials, they can also provide Health Kits and ammo. These Kits restore a good amount of health, keeping you in the fight. If you are performing poorly in a match, you receive better equipment and supplies from Item Stashes. Conversely, if you are performing very well, the rewards you receive from Item Stashes are minimized.

MARKING ENEMIES



You can mark enemies or Nail Bombs in multiplayer matches. This tactic allows you and your teammates to keep track of enemy location and movement through walls. It's extremely useful in marking enemy Nail Bombs. If you see an enemy place a Nail Bomb, you can mark it so your teammates won't inadvertently trigger it. Marking lasts for only a short time, but you can increase this by using the Hawk-eyed survival skill.

Press R3 when aiming at an enemy or bomb to mark. Parts are earned for marking enemies and when a teammate kills a marked target. Equipping the Strategist survival skill lets you know when you have been marked. Using the Covert Training Level 3 survival skill keeps you from being marked all together.

THE STORE

To access the Store during a match, open your backpack and press R1. Here you can use parts earned during multiplayer matches to purchase ammo, Armor, or to upgrade your existing weapons. You are vulnerable while accessing the Store, so make sure you're in a safe place before doing any shopping.



SUPPLY AND DEMAND

The costs listed in the following table reflect the price the first time you buy any of the listed items during a match. Subsequent purchases of the same item, except ammo, cost more with each purchase.

WEAPON	AMMO AMOUNT	AMMO COST	UPGRADE 1 COST	UPGRADE 2 COST	DESCRIPTION 1	DESCRIPTION 2
9mm Pistol	5	150 Parts	250 Parts	500 Parts	Upgrades the reload speed, clip size, starting ammo, recoil, and accuracy.	Further upgrades the reload speed, clip size, starting ammo, recoil, and accuracy.
Revolver	4	180 Parts	300 Parts	500 Parts	Upgrades the reload speed, rate of fire, starting ammo, recoil, and accuracy.	Further upgrades the reload speed, ate of fire, starting ammo, recoil, and accuracy.
Shorty	3	225 Parts	300 Parts	500 Parts	Upgrades the reload speed, rate of fire, and recoil.	Further upgrades the reload speed, rate of fire, and recoil.
Hunting Rifle	3	240 Parts	300 Parts	600 Parts	Upgrades the reload speed, scoping in time, and starting ammo.	Upgrades the reload speed, scoping in time, and starting ammo. Gives a second level of zoom (Press X).
Burst Rifle	3	120 Parts	300 Parts	600 Parts	Upgrades the reload speed, clip size, rate of fire, recoil, accuracy, and starting ammo.	Further upgrades the reload speed, clip size, rate of fire, recoil, accuracy, and starting ammo.
Semi-Auto Rifle	4	220 Parts	400 Parts	800 Parts	Upgrades the reload speed, clip size, rate of fire, accuracy, recoil, and starting ammo.	Further upgrades the reload speed, clip size, rate of fire, accuracy, recoil, and starting ammo.
Bow	3	195 Parts	400 Parts	800 Parts	Upgrades the reload speed, draw speed, starting ammo, and accuracy.	Further upgrades the reload speed, draw speed, starting ammo, and accuracy.
El Diablo	3	315 Parts	N/A	N/A	N/A	N/A
Assault Rifle	10	420 Parts	N/A	N/A	N/A	N/A
Shotgun	2	400 Parts	N/A	N/A	N/A	N/A
Military Sniper	4	540 Parts	N/A	N/A	N/A	N/A
Flamethrower	30	360 Parts	N/A	N/A	N/A	N/A
Armor	N/A	450 Parts	N/A	N/A	An armored vest and helmet. Breaks when it takes too much damage.	N/A

WEAPON	AMMO AMOUNT	AMMO COST	UPGRADE 1 COST	UPGRADE 2 COST	DESCRIPTION 1	DESCRIPTION 2
Enforcer	5	160	300	500	Upgrades reload speed, rate of fire, clip size, starting ammo, recoil, accuracy.	Upgrades reload speed, rate of fire, clip size, starting ammo, recoil, accuracy.
Full-Auto Rifle	5	200	400	800	Upgrades reload speed, rate of fire, clip size, starting ammo, recoil, accuracy.	Upgrades reload speed, rate of fire, clip size, starting ammo, recoil, accuracy.
Specter	14	420	N/A	N/A	N/A	N/A
Double Barrel	4	280	N/A	N/A	N/A	N/A
Launcher	3	450	N/A	N/A	N/A	N/A

EVENTS

MARAUDER ATTACK



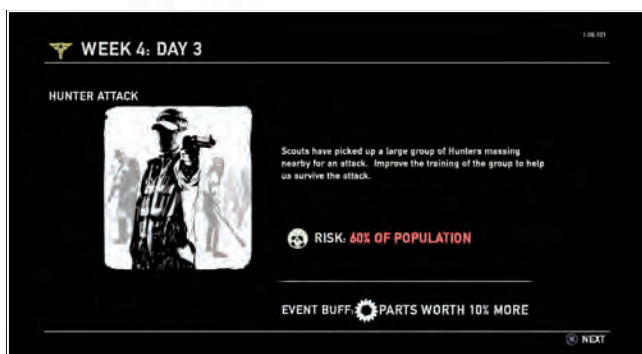
Marauders have been raiding camps in the area and are heading our way. Improve the training of the group to repel the attack.

Events expand the setting of the world and require the player to make important decisions which affect the status of their Clan. These Events are randomized, last for three days, and you don't encounter the same Event multiple times in a row. Completing these Events earns you multiple rewards based on differing levels of success. It's important to note that while the consequences for each Event are unique, you are always facing other Clans, not Infected, during multiplayer Faction play. In each Event, you are improving your Clan's skill against rival Clans to deal with the current situation.

Some of the types of Events you encounter are:

- **Marauder Attack:** Marauders have raided camps in the area and are headed your way. Repel the attack!
- **Hostages Taken:** Some of your people have been taken hostage by an enemy faction. You must mount a rescue mission.
- **Friendly Survivors Found:** Some friendly survivors have been located nearby. If you can protect them from nearby hostile forces they'll join your Clan.
- **Rescue Allies:** A group of allies trying to reach your camp were captured by hostile forces. Mount a rescue!
- **Dysentery Outbreak:** Dysentery is rapidly spreading in the camp. The enemy has a supply of desperately needed antibiotics. Secure the medicine to help your Clan!
- **Malaria Outbreak:** An outbreak of malaria is sweeping the area. The enemy has a supply of anti-malarial medicine that you need. Steal the medicine!

CATAclysmic EVENTS



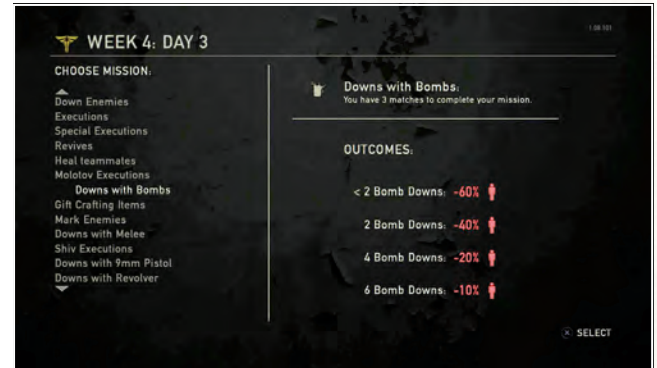
Cataclysmic Events are structured the same as normal Events, but the inherent threat of loss is significantly higher than regular Events. You encounter Cataclysmic Events throughout your 12 week campaign. Because Cataclysmic Events can be more difficult than regular Events, you are granted a buff during the Event.

- **Firefly/Hunter Attack:** Scouts have picked up a large group of the enemy faction massing nearby for an attack. You must survive.

MISSIONS

Missions occur during Events to help train your Clan. At the start of any event, you select a Mission. Missions require you to accomplish specific goals during a match, such as killing enemies with a certain weapon or reviving a set number of teammates. Your performance on the mission determines how many people will join your Clan and how many One-Use Boosters you will earn. You have three matches to complete a mission.

The Mission Screen shows you the consequences of reaching each tier. The higher tier you reach, the better it is for your Clan. This earns you rewards which help your Clan grow. During Cataclysmic Events, reaching higher tiers lessens the negative impact of the Event.



All Missions remain available during the Metagame until you successfully complete a tier six Mission goal. Once you achieve that, you can no longer choose this Mission during an Event. The higher tiers also reward you with more One-Use Boosters. The first and second tier earn you one Booster. Tiers three and four earn you two Boosters. Every subsequent tier earns you three Boosters.

MISSION TYPES

MISSION NAME	TIER 1	TIER 2	TIER 3	TIER 4	TIER 5	TIER 6	TIER 7	TIER 8
Down Enemies	3	6	9	15	20	25	35	45
Executions	2	4	7	12	15	20	30	35
Special Executions	2	4	6	8	10	12	16	20
Revives	2	4	6	8	10	15	20	25
Heal Teammates	5	10	15	20	25	30	35	40
Downs with Molotovs	2	4	6	8	10	12	16	20
Downs with Nail Bombs	2	4	6	8	10	12	16	20
Give Crafting Items	2	4	6	8	10	12	16	20
Mark Enemies	7	14	21	28	35	42	48	56
Downs with Melee	3	6	9	12	15	18	25	30
Shiv Executions	1	2	3	5	7	9	12	15
Downs with 9mm Pistol	3	6	9	15	20	25	35	45
Downs with Revolver	3	6	9	15	20	25	35	45
Downs with Shorty	3	6	9	15	20	25	35	45
Downs with Hunting Rifle	3	6	9	15	20	25	35	45
Downs with Semi-Auto Rifle	3	6	9	15	20	25	35	45
Downs with Burst Rifle	3	6	9	15	20	25	35	45
Downs with Bows	3	6	9	15	20	25	35	45
Down Enemies from Long-Range	2	4	6	8	10	16	20	24
Downs with Specter	3	6	9	15	20	25	35	45
Downs with Double Barrel	3	6	9	15	20	25	35	45
Downs with Launcher	3	6	9	15	20	25	35	45
Downs with El Diablo	3	6	9	15	20	25	35	45
Downs with Assault Rifle	3	6	9	15	20	25	35	45
Downs with Flamethrower	3	6	9	15	20	25	35	45
Downs with Shotgun	3	6	9	15	20	25	35	45
Downs with Military Sniper Rifle	3	6	9	15	20	25	35	45
Downs with Machete	3	6	9	15	20	25	35	45
Downs with Full-Auto	3	6	9	15	20	25	35	45
Down Enemies with Headshots	2	4	6	8	10	12	16	20

MULTIPLAYER MAPS

Each of the following multiplayer maps has its own unique challenges. Use the environment to your advantage whenever possible by, among other things, climbing into windows and onto roofs to gain great vantage points.

CHECKPOINT



**All item stash locations are for Supply Raid and Interrogation. Item stashes for Survivors will vary.*

The Checkpoint map takes place in an abandoned quarantine zone. Hunters and Fireflies fight over the few remaining scraps of supplies that were not looted after the initial outbreak. All the buildings are in various states of disrepair and offer many tactical advantages for those who venture within. At one end of the street is the Fire Department, and at the other end is the Garden Office Park converted from an old theatre.

The majority of the fights on this map are going to take place in medium to short range. Vehicles, abandoned equipment, and the checkpoint in the middle of the street make for lots of cover and break up line of sight for long-range weapons. Anyone wishing to take up sniper positions should move to the second floor balcony of the Garden Office Park; it offers the best line of sight over the map. Most of the businesses located on the sides of the street are easily defended but offer few escape routes. The checkpoint in the middle of the street offers little protection. It can be assaulted from all sides, especially from Molotovs thrown over its walls.

LAKESIDE

As the name of the map suggests, this area is near a large lake. The battles you fight here occur around the small community near the Bear Creek Lodge. The only other non-residential buildings are the local bar and grill, Grizzly's, a General Store, and Mount Vista Realty. At the top of the hill is the Bear Creek Lodge. This building is two stories tall and has multiple means of entry and defensive positions, making it an ideal place to heal or do any crafting in relative safety.

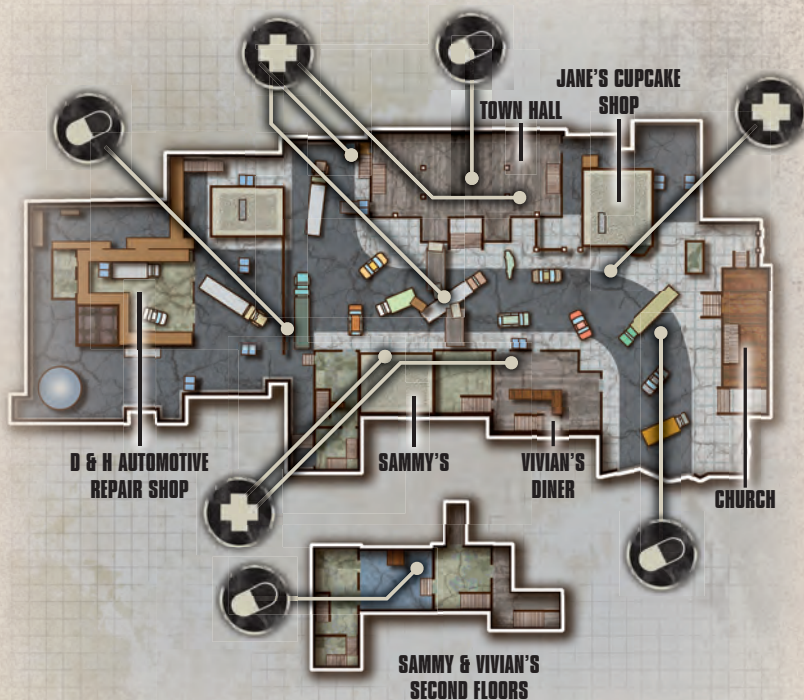


Most battles on Lakeside are at medium to long range. This map offers great sniper positions from balconies and rooftops that give you large lines of sight over most of the map. The Health Kits that can be found in this area are mostly out in the open and should be taken only after clearing out any nearby enemies. Players wanting to get into close-range combat should stick to moving in and through the houses located on the sides of the street to avoid rifle fire. There is a wooden dock that goes over the edge of the lake, but this area should be avoided as it offers no tactical advantage or supplies to gather.



**All item stash locations are for Supply Raid and Interrogation. Item stashes for Survivors will vary.*

BILL'S TOWN



This map takes place on a street in a town called Lincoln. The street is littered with abandoned cars and delivery trucks in front of the Town Hall and Vivian's Diner. The street curves in front of the Amherst County Church of God at the top of the small hill, and at the bottom of the hill it passes in front of the D & H Automotive Repair Shop. Going into either building surrounding Sammy's grants you access to stairs leading to the second floor of the buildings on this side of the street. From here you can cross the makeshift bridge and gain access to the second floor of the Town Hall. The Town Hall is a very large building with two floors and multiple escape routes for those who choose to fight within.

**All item stash locations are for Supply Raid and Interrogation. Item stashes for Survivors will vary.*



While this map has a few decent sniper locations, such as the rooftops of Sammy's and Vivian's Diner, most of your battles are going to take place in short to medium range. This is especially true if you decide to hold any of the defensible buildings like the Town Hall. In these cases, it's best to have at least one powerful short-range weapon option in your arsenal. Avoid staying on the makeshift bridge across the street for very long. This position has almost no cover and is visible from most locations on the map.



UNIVERSITY

The battles on this map take place on the University of Eastern Colorado's campus. The college grounds are mostly intact with rudimentary barricades placed around and through the buildings. The two main buildings, the Richard Harington Science Lab and the J. Lomnitz Research Center, frame this battlefield on both sides. The buildings near the Science Center are mostly locked down except for the hallways leading through them, making for tight quarters with very little cover.



In the University map, there is a good mix of long- and short-range combat. Players can expect to find many sniper posts in windows and balconies in all of the buildings. The second floor windows in the Research Center have excellent line of sight over most of the battlefield. The exceptions to this are the hallways and the Science Center. The hallways between the two main buildings are great places to wage close-range combat and plant traps to deter aggressors. Avoid the walkways between the buildings whenever possible, as they offer very little cover for even less reward.



**All item stash locations are for Supply Raid and Interrogation. Item stashes for Survivors will vary.*



HIGH SCHOOL

Unlike all the other maps, this one takes place exclusively inside one structure, the Lincoln City High School. This school has two major rooms, the library and the gymnasium. These rooms are large and have two levels. Between these areas are hallways, classrooms, and the main entrance into the school. The main entrance to the high school is small, but contains some supplies and has multiple access points into the school.



This map is ideal for short-range combat due to the many halls and rooms that must be traversed. The main hall and locker rooms are all immediately accessible via doors on the lower level. There are some bridges made from scaffolding in the main hall that also lead to the upper bleachers in the gym. The windows on top of the bleachers provide great cover and lines of fire to anyone approaching the main hall or anyone on the basketball court. On the other side of the map is the library, which has two floors and offers great cover for anyone approaching from the hallways. Passing through the hallways between these two areas is very dangerous. There is little cover and ample opportunities for ambush from the small rooms adjacent to them.



**All item stash locations are for Supply Raid and Interrogation. Item stashes for Survivors will vary.*

DOWNTOWN

This map takes place in the ruined streets and buildings of downtown Boston. The roads have collapsed into the subway system and reveal wrecked subway cars and the ruins of a station. Wrecked cars are scattered around the streets and the ruins and rubble of the nearby buildings block the side streets from access. On either end of the main streets are the only two accessible buildings. On one end of the streets is the Windell River bar and on the other end is a museum. Both of these buildings have two floors and the windows in them offer limited visibility into the streets below.



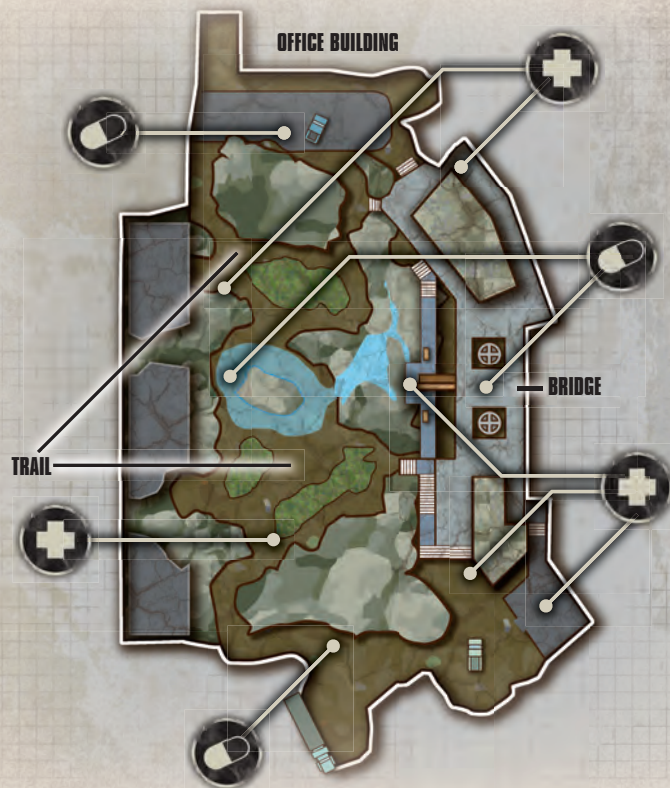
There are very few ideal sniper locations on this map that offer any protection. Most of battles take place in the ruined tunnels of the subway where many of the scavenging supplies and cover for this map are found. Several locations from the upper streets have limited visibility into the many nooks down into the subway station, which encourages constant movement into these areas to search out enemies. The subway area is littered with supplies, cover, and Health Kits. Once you are positioned in the subways, it can be difficult to battle your way back to the street surface as there is very little cover heading up to street level.



**All item stash locations are for Supply Raid and Interrogation. Item stashes for Survivors will vary.*

THE DAM

**All item stash locations are for Supply Raid and Interrogation. Item stashes for Survivors will vary.*



The dam and the facilities on this map are all in good repair, compared to most locations in this post-pandemic world. There are two distinct areas: one is comprised of the dam facilities with a bridge crossing over the flowing water, and the other is the trail system leading down to the water itself. This water flows by some large rock formations as it passes underneath a destroyed bridge. The water flowing from the dam is very shallow and can be easily crossed on either side. There are some buildings on this map, but none of them can be entered.



The trails leading to the water are all very narrow and have almost no cover until you reach the water. The only protection here comes from the boulders and tight corners on the trail. Short-range or burst-fire weapons are very strong in this area. Medium- to long-range weapons excel in the upper area. The other major feature on this map is the bridge that crosses over the water. This area has plenty of cover from the two turbines and very limited line of sight, making it an excellent place to defend from firearms. The lower walkway has minimal cover, but has the advantage of having actual line of sight on the trail area below. There are also crafting supplies and Health Kits in and near this area, making it a very strong position to hold.



ABANDONED TERRITORIES MAP PACK DLC

The Abandoned Territories Map Pack is required to access the following maps on the PlayStation 3. They are included with *The Last of Us Remastered* for PlayStation 4.

BOOKSTORE

The Bookstore is comprised of the two-story interior of Kingston Bookstore along with the surrounding alleys, back lot, and street. It is based on the Pittsburgh quarantine zone from the single-player campaign. There are many points of entry to the shop, including surrounding windows, doors, and two openings that connect to the raised walkway outside.



One side starts on the street out front, while the other is placed in the bookstore's back lot. This makes for a likely clash inside the two-story interior. Be careful as the alleys allow for a possible flank. The second floor provides some nice vantage points with areas that are relatively closed off. With good Nail Bomb and teammate placement, this upper floor is fairly easy to defend. The item stashes are downstairs, though, so you must eventually make the rounds on the first floor.



**All item stash locations are for Supply Raid and Interrogation. Item stashes for Survivors will vary.*

HOMETOWN



*All item stash locations are for Supply Raid and Interrogation. Item stashes for Survivors will vary.

Hometown comes from the Texas town that Tommy, Joel, and Sarah run through in the Prologue of the single-player game. The map is confined to a fenced-in area in front of the Armadillo Theatre. A two-story pub, the Pistol Cantina, is the centerpiece of this level. Several buildings surround this location, such as the donut shop and gas station. None of these has an upper level; however, even though the cantina's second floor is relatively small, it's still quite open. A couple other locations offer a higher perch, such as the gas station, but you are very vulnerable there.



Hometown tends to involve short to medium range combat. It is very dark, making it tougher to see everything that's going on. Equip Level 2 or 3 of the Covert Training skill to gain an upper hand. Keep your short-range weapon at the ready when cutting through the smaller building or use explosives to flush an enemy out.



BUS DEPOT



Reminiscent of Joel and Ellie's arrival in Salt Lake City, this map consists of a Bus Depot on one side and St. Peter's on the other. Each building provides plenty of cover while the hospital side gives you a decent second floor—not a lot of sniping opportunity, though. The Bus Depot consists of a walkway that surrounds most of a sub level. A door on one end of the station opens into a hallway that leads to this lower floor.

Each team starts at one end of the street that splits the two structures. It's likely that both will choose to move into one of the buildings. Use Listen Mode to note which direction the opponents go, then use this to your advantage. The street leaves you vulnerable, but it does provide most of the item stash locations in Supply Raid.

**All item stash locations are for Supply Raid and Interrogation. Item stashes for Survivors will vary.*



SUBURBS

This map takes place in an abandoned suburban neighborhood that's loosely based on the area that Joel, Ellie, Henry, and Sam fought through at the end of the single-player chapter, The Suburbs. Houses on each side of the main street offer some protection, but with the stairs blocked in each one, they do not offer the great vantage points that the second floor would provide. A dust storm blows across the map after three minutes have passed. This makes line of sight a little more difficult, but it does not obscure vision completely.



A couple of locations provide the opportunity for a long-range kill, but most of the action ends up in the medium range. Have your short-range weapon ready when moving through the houses, as a member of the other faction may surprise you inside. One side starts at the power grid at one end of the street, while the other team begins in a cul-de-sac on the opposite side.



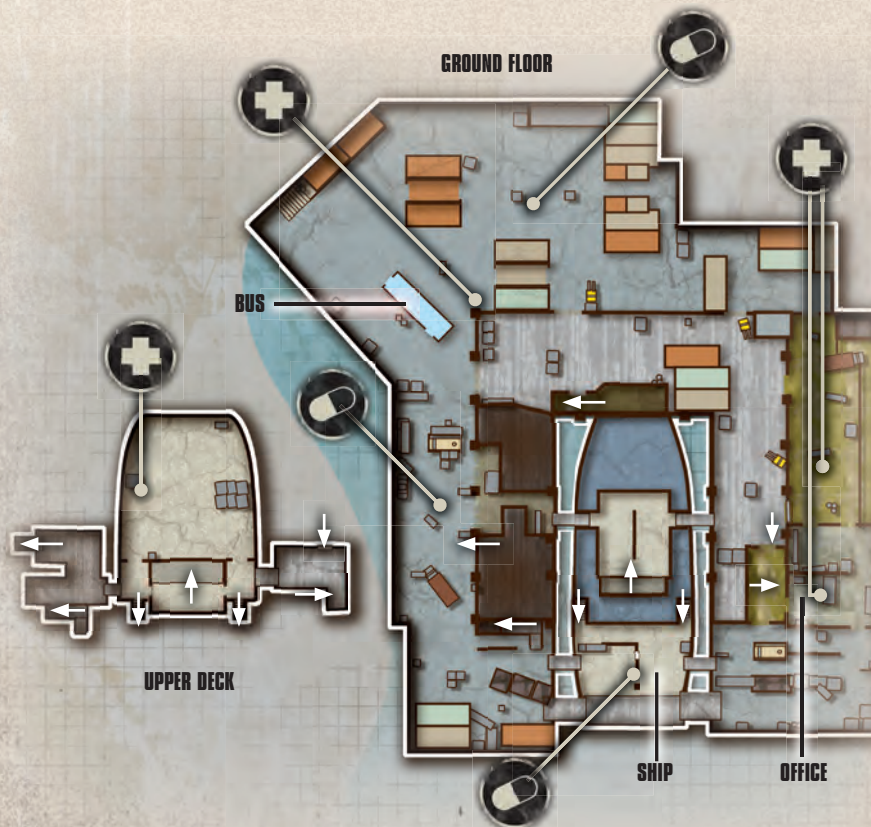
**All item stash locations are for Supply Raid and Interrogation. Item stashes for Survivors will vary.*

RECLAIMED TERRITORIES MAP PACK DLC

The Reclaimed Territories Map Pack is required to access the following maps on the PlayStation 3. They are included with *The Last of Us Remastered* for PlayStation 4.

WHARF

The Mission Hill Pier shares many similarities to the single-player location where Joel and Tess search for Robert. Storage containers litter one side, while a shantytown is found on the other. A big warehouse holds a debilitated ship inside. All of this adds up to plenty of cover and great opportunities for flanking, stealth, and close-quarters combat.



Watch for snipers inside the warehouse as a couple raised platforms make decent sniper's nests. One in the corner of the big building affords good line of sight inside and out. There are several places to hide on this map, so move carefully and make sure your team is covered from all angles. Good team play goes a long way toward winning the battle at the Wharf.

**All item stash locations are for Supply Raid and Interrogation. Item stashes for Survivors will vary.*

CAPITOL



The Massachusetts State House and front grounds offer up a variety of gameplay styles. Open areas inside and out give those with long-range weapons a fighting chance, while multiple interior rooms are ideal for close combat. The pillar room, which played a big part in the single-player story, is the most interesting section of the Capitol map. With long lines of sight from outside to the back room and big pillars that encircle the room, it's just begging for a showdown.



**All item stash locations are for Supply Raid and Interrogation. Item stashes for Survivors will vary.*

Most of the combat takes place at medium range as players move from room to room, but close combat and sniping also have their place on this map. Move as a team inside and out, take advantage of flanking opportunities, and watch out for stragglers sneaking up behind your squad.



COAL MINE

This Colorado Coal Mine is set in winter, very reminiscent of the time spent hunting for food and fending off infected in the single-player campaign. Two big, abandoned buildings connected by a raised walkway are the showcases of this map. Narrow outdoor areas surround them as trucks, mine carts, and other debris litter the snow-covered ground.



Despite all of the cover, this map is fairly spacious with some long lines of sight. Watch out for snipers, who perch in the middle of the walkway. Toss a Molotov inside to get their attention. A snowstorm blows through the area, but only slightly obscures your vision. Be careful along the tight paths, as a chance encounter can turn into a blood bath.



**All item stash locations are for Supply Raid and Interrogation. Item stashes for Survivors will vary.*



WATER TOWER



The Water Tower is the third multiplayer map that's set in Lincoln, PA. This one is based on Joel and Ellie's arrival in town, before meeting up with Bill. A large water tower is visible from almost anywhere; it's in the middle of this mostly outdoor map. On one end of town, a rooftop perch gives snipers a near 360-degree view of the area—though help from your team is needed, as you are extremely vulnerable in this perch.



The map features many buildings, but only a few are accessible. There are some spacious areas, such as the street, but this location is tight for the most part. This makes for mostly medium and close-range combat. Use Listen Mode wisely to get a bead on the enemy's location and head them off at one of the chokepoints.

**All item stash locations are for Supply Raid and Interrogation. Item stashes for Survivors will vary.*

TAGS, TROPHIES, AND NEW GAME+

Tags can be earned as you play through the single player Story and Multiplayer. In the tables in this section, if Bronze, Silver, or Gold is listed in the Trophy column, it means that the Tag is also a Trophy. Completing these Tags earns you money, which in turn can be used to purchase unlocks from the Store. The Multiplayer Trophies do not earn any money. Note that earning all of the Single Player Tags gets you \$12,500, which is just enough to purchase all of the unlockables in the Store.



SINGLE PLAYER

In single player Story mode, the following Tags and Trophies can be earned by performing various actions as you play through the game.

COLLECTIBLES

Find and gather all of the collectibles in the game for the following Tags and Trophies. This includes the Firefly Pendants, Comics, Artifacts, and Training Manuals.



NAME	DESCRIPTION	CASH EARNED	TROPHY
Fallen Firefly	Find 1 Firefly Pendant	\$100	-
Firefly Squad	Find 10 Firefly Pendants	\$100	-
Firefly Militia	Find 20 Firefly Pendants	\$100	-
Look for the Light	Find all 30 Firefly Pendants	\$250	Silver
Daniela Star	Collect 3 Comics	\$100	-
Savage Starlight Fan	Collect 7 Comics	\$100	-
Endure and Survive	Collect all Comics	\$250	Bronze
Collector	Find 1 Artifact	\$100	-
Nostalgic	Find 10 Artifacts	\$100	-
Every Nook and Cranny	Find 30 Artifacts	\$100	-
It was all just lying there	Find all Artifacts	\$250	Silver
Self Help	Find 1 Training Manual	\$100	-
Reading Material	Find 6 Training Manuals	\$100	-
I got this	Find all Training Manuals	\$250	Bronze
Scavenger	Found all collectibles	\$500	Gold



CRAFTING



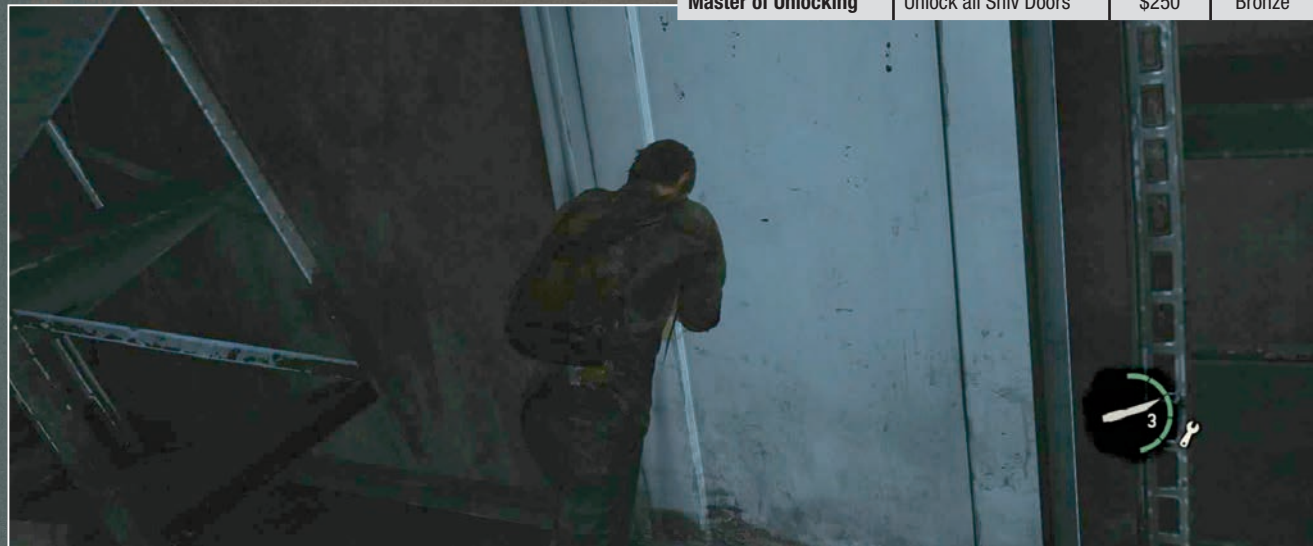
By crafting one of each of the items in the game, you earn a Bronze Trophy. Craft 30 of each item to earn all of the Tags.

NAME	DESCRIPTION	CASH EARNED	TROPHY
Melee Crafter	Craft 30 upgraded melee weapons	\$100	-
Shiv Crafter	Craft 30 Shivs	\$100	-
Kit Crafter	Craft 30 Health Kits	\$100	-
Molotov Crafter	Craft 30 Molotovs	\$100	-
Bomb Crafter	Craft 30 Nail Bombs	\$100	-
Smoke Crafter	Craft 30 Smoke Bombs	\$100	-
Let's gear up	Craft every item	\$100	Bronze

SHIV DOORS

Found throughout the game, these locked doors require a Shiv to break-in to. The reward is always great, so it is a good idea to always have a Shiv in your possession.

NAME	DESCRIPTION	CASH EARNED	TROPHY
Secret Cache	Unlock 1 Shiv Door	\$100	-
Breaking and Entering	Unlock 5 Shiv Doors	\$100	-
Master of Unlocking	Unlock all Shiv Doors	\$250	Bronze



UPGRADE JOEL AND WEAPONS



As you upgrade Joel, a couple Tags are earned. To get the two Trophies, however, you must purchase all of the upgrades for Joel and each weapon. This requires more than one complete playthrough to find enough supplements and parts.

NAME	DESCRIPTION	CASH EARNED	TROPHY
Take your Vitamins	Upgrade a skill	\$100	-
Performance Enhancement	Fully upgrade a skill	\$100	-
Everything we've been through	Fully upgrade Joel with supplements	\$250	Silver
For emergencies only	Fully upgrade all weapons	\$500	Gold

CONVERSATIONS



Anytime you see the optional conversation prompt above a person or object, press to start a conversation. To hear Ellie's Jokes you must perform certain actions in Pittsburgh and The Suburbs, then she will pull out her joke book.

NAME	DESCRIPTION	CASH EARNED	TROPHY
Getting to know you	Engage in an optional conversation	\$100	-
Small Talk	Engage in 10 optional conversations	\$100	-
Bonding	Engage in 20 optional conversations	\$100	-
I want to talk about it	Engage in all optional conversations	\$250	Silver
No Pun Intended	Listen to a full set of Ellie's Jokes	\$100	-
No Pun Intended: Part Too	Listen to 2 full sets of Ellie's Jokes	\$250	-
That's all I got	Survive all of Ellie's jokes	\$500	Gold

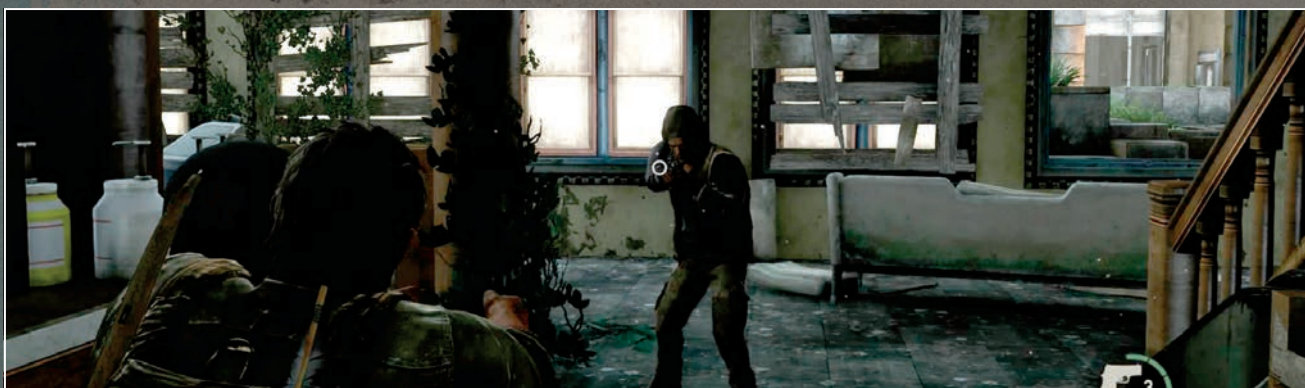
KILLS WITH ITEMS



You must use all of the items at your disposal to kill enemies in order to earn the following Tags. Getting multiple enemies with one explosive may require grouping them together by tossing a bottle or brick in the middle of a pack.

NAME	DESCRIPTION	CASH EARNED	TROPHY
Hey, A**hole!	Hit 10 enemies with a brick or bottle	\$100	-
Heads Up!	Hit 30 enemies with a brick or bottle	\$100	-
Up Close and Personal	Kill 50 enemies with a melee weapon	\$100	-
By Any Means	Kill 5 enemies in a row with a melee weapon	\$100	-
Molotov Master	Kill 50 enemies with Molotovs	\$100	-
Molotov Expert	Kill 3 enemies with 1 Molotov	\$250	-
Nail Bomb Master	Kill 50 enemies with Nail Bombs	\$100	-
Nail Bomb Expert	Kill 3 enemies with 1 Nail Bomb	\$250	-
Improvised Weapon Master	Kill 50 enemies with an upgraded melee weapon	\$100	-
Improvised Weapon Expert	Kill 3 enemies with an upgraded melee weapon in a row	\$100	-
Make it Quick	Kill 50 enemies with a Shiv	\$100	-
Smoke Bomb Master	Kill 30 enemies while they are in smoke from a Smoke Bomb	\$100	-

WEAPON KILLS AND KILLING WITH A HUMAN SHIELD



Find a location with at least four enemies, sneak up on one of them, and grab this foe from behind. While using the enemy as a human shield, quickly kill the other three before your captive struggles free. The rest of these Tags require using a variety of guns to kill your enemies. Use a bottle or brick to group enemies together to achieve the last two.

NAME	DESCRIPTION	CASH EARNED	TROPHY
Put him down!	Kill 10 enemies while holding an enemy as a human shield	\$100	-
Makeshift Armor	Kill 3 enemies while holding the same human shield	\$250	-
Steady Hand	Kill an enemy from 30 meters away with the Bow and Arrow	\$250	-
Bow Expert	Kill 5 enemies in a row with the Bow without breaking stealth	\$250	-
Rifle Master	Kill 30 enemies with Hunting Rifle headshots	\$250	-
Flamethrower Expert	Kill 5 enemies with a single burst of the Flamethrower	\$250	-
Shotgun Expert	Kill 3 enemies with a single Shotgun blast	\$250	-

STEALTH KILLS



Sneak up on and strangle 20 enemies throughout your game to get this Tag.

NAME	DESCRIPTION	CASH EARNED	TROPHY
Bare hands	Stealth kill 20 enemies by strangling them	\$100	-

KILLING INFECTED

These Tags require patience and probably numerous attempts. For The Hunter Becomes the Hunted, go to the sewer in The Suburbs. After being separated from Henry and Ellie, sneak into the old camp where there are Stalkers who are not aware of you. To take out the Bloater at close range, damage it with fire and a shot from your Shotgun. Then, move in close and finish it off with another Shotgun blast or your Flamethrower. Taking out a Clicker with a Shiv after you have knocked it off is not too tough, but doing it 25 times requires a whole lot of Shivs.



NAME	DESCRIPTION	CASH EARNED	TROPHY
Too Close for Comfort	Kill a Bloater at close range	\$100	-
The Hunter Becomes the Hunted	Kill a Stalker with a stealth kill from behind	\$100	-
Personal Space	Shiv 25 Clickers after they grab you	\$100	-

GAME COMPLETION

By completing the game and New Game Plus on the Survivor difficulty, all of the following Trophies can be earned.



NAME	DESCRIPTION	CASH EARNED	TROPHY
No Matter What – Easy	Complete the game on Easy	\$250	Bronze
No Matter What - Normal	Complete the game on Normal	\$250	Silver
No Matter What – Hard	Complete the game on Hard	\$500	Silver
No Matter What - Survivor	Complete the game on Survivor	\$500	Gold
The Last of Us – Easy +	Complete the game on Easy +	\$250	Silver
The Last of Us – Normal +	Complete the game on Normal +	\$250	Silver
The Last of Us – Hard +	Complete the game on Hard +	\$500	Silver
The Last of Us – Survivor +	Complete the game on Survivor +	\$500	Gold
It Can't Be For Nothing	Platinum Trophy—does not require the DLC Trophies	-	Platinum

DLC TROPHIES

LEFT BEHIND

TROPHY	DESCRIPTION	GRADE
Don't Go – Easy	Finish Left Behind on Easy.	Bronze
Don't Go - Normal	Finish Left Behind on Normal.	Bronze
Don't Go - Hard	Finish Left Behind on Hard.	Bronze
Don't Go - Survivor	Finish Left Behind on Survivor.	Silver
BFFs	All optional conversations found in Left Behind.	Bronze
Picked Clean	All Left Behind collectibles found.	Bronze

SECRET TROPHIES

The game autosaves after the brick throwing contest and each round of the water gun fight. Unless you want to replay the chapter, create a separate save game so that you can return to just before the contest. Note that Riley is easier to defeat in the brick throwing contest and water gun fight on lower difficulties.

TROPHY	DESCRIPTION	GRADE
Nobody's Perfect	Played Jak X Combat Racing.	Bronze
Angel Knives	Defeat Black Fang without getting hit.	Bronze
Skillz	Win the water gun fight.	Bronze
Brick Master	Win the brick throwing contest.	Bronze

ABANDONED TERRITORIES MAP PACK

TROPHY	DESCRIPTION	GRADE
Bookstore	Complete a match on Bookstore with at least 5 downs or executions.	Silver
Bus Depot	Complete a match on Bus Depot with at least 5 downs or executions.	Silver
Home Town	Complete a match on Home Town with at least 5 downs or executions.	Silver
Suburbs	Complete a match on Suburbs with at least 5 downs or executions.	Silver
Forsaken Supply Raider	Complete a game of Supply Raid on Bookstore, Home Town, Suburbs, or Bus Depot.	Bronze
Forsaken Survivalist	Complete a game of Survivors on Bookstore, Home Town, Suburbs, or Bus Depot.	Bronze
Forsaken Interrogator	Complete a game of Interrogation on Bookstore, Home Town, Suburbs, or Bus Depot.	Bronze

RECLAIMED TERRITORIES MAP PACK

TROPHY	DESCRIPTION	GRADE
Wharf	Complete a match on Wharf with at least 5 downs or executions.	Silver
Capitol	Complete a match on Capitol with at least 5 downs or executions.	Silver
Coal Mine	Complete a match on Coal Mine with at least 5 downs or executions.	Silver
Water Tower	Complete a match on Water Tower with at least 5 downs or executions.	Silver
Recovered Supply Raider	Complete a game of Supply Raid on Wharf, Capitol, Water Tower, or Coal Mine.	Bronze
Recovered Survivalist	Complete a game of Survivors on Wharf, Capitol, Water Tower, or Coal Mine.	Bronze
Recovered Interrogator	Complete a game of Interrogation on Wharf, Capitol, Water Tower, or Coal Mine.	Bronze

GROUNDING MODE

TROPHY	DESCRIPTION	GRADE
Complete Grounded Mode	Complete Grounded Mode.	Gold
Complete Grounded Mode Plus	Complete Grounded Mode Plus.	Gold

MULTIPLAYER

There are four Trophies that are earned by playing Multiplayer. These do not earn money.

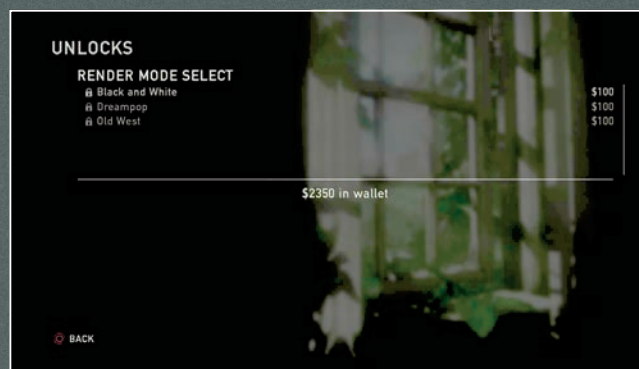
NAME	DESCRIPTION	TROPHY
Knowing the Basics	Win a game in TDM and Elimination	Bronze
Populace	Build your clan to 40 people in Supply Run Online	Bronze
Firefly	Complete the Firefly Journey	Gold
Hunter	Complete the Hunter Journey	Gold

NEW GAME PLUS

Upon completing the game, you can start a New Game Plus where you play through the game again with many of the items from your first game. You keep all of the supplements, parts, tools, and Training Manuals that you found before, along with any Skills and Weapon Upgrades you purchased.

STORE UNLOCKABLES

By completing Tags, you earn money that can be spent at the Store. Select Store from the Bonuses menu to find three options: Skins, Concept Art, and Render Mode Select. You must defeat the game on a specific difficulty before you can purchase the Render Modes and Skins. For the Concept Art, you must complete a specific Chapter in the game first. Skins and Render Modes can only be used in New Game Plus. Select Gallery from the Bonuses menu to view the Concept Art galleries.



SINGLE PLAYER SKINS

COSTUME ITEM	COST	COMPLETE DIFFICULTY
Joel - BONUS OUTFIT (PREORDER)	\$0	Any
Joel - Brown Shirt	\$250	Any
Joel - Short Sleeve Denim Shirt	\$250	Any
Joel - Long Sleeve Denim Shirt	\$500	Normal
Joel - Grey Sweatshirt	\$250	Normal
Joel - Gold Plaid Shirt	\$500	Hard
Joel - Red Plaid Shirt	\$500	Hard
Joel - Purple Plaid Shirt	\$1,000	Survivor
Joel - Camper Backpack	\$500	Normal
Joel - Military Backpack	\$1,000	Hard
Ellie - BONUS OUTFIT (PREORDER)	\$0	Any
Ellie - Naughty Dog T-Shirt 2	\$500	Any
Ellie - Naughty Dog T-Shirt 3	\$500	Normal
Ellie - Jak and Daxter T-Shirt	\$500	Normal
Ellie - Jak Hoodie	\$500	Hard
Ellie - Jumpsuit	\$1,000	Survivor
Ellie - Red Flannel	\$250	Any
Ellie - Angel Knives	\$500	Hard
Ellie - Daxter Backpack	\$1,000	Survivor
Ellie - Punk Backpack	\$500	Normal
Ellie - Jak Goggles	\$600	Hard

CONCEPT ART

ART GALLERIES	COST	COMPLETE LEVEL
Promotional Concept Art Gallery	\$0	Hometown
Concept Art Gallery 1	\$100	Hometown
Concept Art Gallery 2	\$100	The Quarantine Zone
Concept Art Gallery 3	\$100	The Outskirts
Concept Art Gallery 4	\$100	Bill's Town
Concept Art Gallery 5	\$100	Pittsburgh
Concept Art Gallery 6	\$100	The Suburbs
Concept Art Gallery 7	\$100	Tommy's Dam
Concept Art Gallery 8	\$100	The University
Concept Art Gallery 9	\$100	Lakeside Resort
Concept Art Gallery 10	\$100	Bus Depot
Concept Art Gallery 11	\$100	The Firefly Lab
Characters Concept Art Gallery	\$200	The Firefly Lab
Infected Concept Art Gallery	\$200	The Firefly Lab
Comics Art Gallery	\$100	Collect All Comics

RENDER MODE SELECT

RENDER MODE	COST	COMPLETE DIFFICULTY
Black and White	\$100	Any
Dreampop	\$100	Any
Old West	\$100	Any

THE LAST OF US™

REMASTERED

OFFICIAL STRATEGY GUIDE

Written by Michael Owen

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